

DIPLOMACY WORLD

30 **SPRING 1982**

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ROD, ARE YOU SURE THAT'S THE
WAY YOU MADE ALLIANCES IN THE
"GOOD OLD DAYS"?

Diplomacy World

is a quarterly publication dealing with the game of Diplomacy. Subscriptions are \$6.00 per year (four issues) in the United States of America and \$8.00 in Canada (by First Class) and elsewhere (by Surface). Air Mail/Printed Matter subscriptions outside North America are \$11.00 per year. First Class subscriptions within the United States are \$8.00 per year. Please address all subscriptions and renewal orders to Rod Walker, "Alcala", 1273 Crest Dr., Encinitas CA 92024. Please make checks payable (in U.S. funds only) to R. C. Walker.

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This is Pandemonium Publication #745.

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We are pleased to announce that back issues previously available from Jerry Jones are now available from us. Issues 21-27 of DIPLOMACY WORLD are \$1.50 each from: Rod Walker, 1273 Crest Dr., Encinitas CA 92024. Very limited numbers of ##28 and 29 are also available for \$2.00 each.

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DEADLINES

Because of bulk mailing, DIPLOMACY WORLD may reach you after the deadline for submissions to the next issue. The deadline for each issue is always the 15th of the month preceding the month

of issue. Deadlines for the next several issues, then are:

- #31...15 May 1982
- #32...15 August 1982
- #33...15 November 1982
- #34...15 February 1983

A copy of our writer's guidelines may be obtained for SASE (stamped, self-addressed envelope).

Announcements of conventions and other events should reach us by the 25th of the months named above...and should be regarding things which will happen 7 weeks or more after that date.

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If a subscription or renewal reaches me on or before the 10th of the month in which an issue is to appear (Mar, Jun, Sep, Dec), it will begin with the issue due to be mailed. If received after the 10th, the renewal or new sub will begin with the current issue if it is not yet mailed or with the next issue if the current issue has already been mailed.

ARTWORK

Cartoons in this issue were adapted from drawings of Helen Nixon Fairfield in Jon Manchip White, Yesterday Life in Ancient Egypt (1963). The cover is very freely reconstructed from sTab 29, 1 April 1967.

Which reminds me...DIPLOMACY WORLD is still looking for an Art Editor...a good cartoonist. Please?



"...well, of course they lay them on the side, my dear. What else could you expect from Philistines?"

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EDITORIAL

...Rod Walker

If the Diplomacy hobby owes thanks to anyone this year, it is to three men: Herb Barents of Michigan, Mark Berch of Virginia, and Fred Davis of Maryland. They constitute the 1981-1982 DipCon Committee of Three, which each year is charged with setting up the annual DipCon and coordinating with the host wargaming Con. This year's Committee has been particularly diligent in discharging its responsibilities.

It's hard to recall now, but the subject of DipCon was once one fraught with controversy. There were constant fights over where it was to be held, which region(s) had had it the most, who would get to choose the next site, who got to run the tournament, and so on.

The DipCon Society, and its Committee of One/Two/Three, was created to end the confusion, the controversy, the political infighting...and it has worked wonderfully well. It was originally conceived by Dave Kadleck and Greg Costikyan, and their proposed Charter formed the basis of the one which was finally adopted. Under it the DipCon site is rotated around the country and the Con is managed by a small committee of hobbyists. It normally has three members but can have two or one.

Chaired by Herb Barents, editor of B.C.A.S.T., one of the postal hobby's oldest and most reliable publications,

the Committee of Three for DipCon XV has quietly worked to put together the 1982 Con. The Charter requires that copies of basic correspondence be sent to the editor of the hobby's largest publication, so that I have had the privilege of seeing this trio at work.

And this is a hard-working trio, believe me! A flood of paperwork has crossed my desk...communications between the members of the Committee, between them and the host Con (Origins), and between them and other members of the hobby. Already this early in the year the Committee is putting the finishing touches on setting up a DipCon which may be the best ever, and on a Diplomacy Tournament which in all likelihood will be the largest ever seen at a DipCon.

Let me say it for all Diplomacy players who will attend the Baltimore DipCon: Thanks, Herb, Mark, and Fred.

SIDE ISSUE: The host for DipCon XVI (1983) will be selected at Baltimore. The DipCon rotation (explained elsewhere thish) gives priority to the Mid-West. While I do not know how many bids there will be, I do know there will be one from Detroit. Barring some truly
(Continued on p. 17)

by James Meinel

HOBBY STABILITY:

Pipe Dream or Workable Goal?

The Diplomacy postal hobby has always been a fractious one, fraught with controversy and upheavals as 'zines and players appear and disappear and feuds rage back and forth. In DIPLOMACY WORLD 27 former editor Jerry Jones discussed a possible result of the turbulent nature of the hobby - the relatively brief careers of postal hobby members as opposed to other hobby members. Many people see this disruptive nature as totally undesirable and would like to see the hobby made up of (relatively) stable and reasonable individuals. What is actually the case, however, is that the hobby will always be one of tumult and controversy, and that the hobby's structure must be designed to accommodate this inevitable conflict rather than attempt to suppress it.

The easiest question to answer first is why is the hobby so combative in the first place? At the root of the answer is the very nature of the game of Diplomacy itself. The game is designed such that, as Rod Walker put it in The Gamer's Guide to Diplomacy, "vices are turned into virtues", and lying, cheating, and deceit are all seen as acceptable forms of behavior. Before a person's first game has hardly begun he will immediately know if the game is right for him or not. Those who disapprove of that type of behavior, even in only a game setting, will disappear from the scene. Conversely, those who enjoy (some would say, "revel in") that behavior stick around and keep playing. This initial period of weeding out people leaves a pool of players who are willing to accept the "dirty tactics" of the game and to defend their use of them.

The second step in the filtering process is when a player makes the switch from FTF play to postal play. As any player knows it is easier (and more fun) to insult and taunt others in a game when you cannot see them and have to make up to them. The impersonal nature of letters and press makes this behavior easier to engage in. Scolding press, denouncing letters or an

absence of letters, and vicious stabs all will tend to drive out of the hobby the fainthearted and less determined, leaving a core of players who may be termed "combative". At any point in time the hobby will be made up of a number of this type of player; frankly, someone who isn't going to take a lot of flak from someone without responding. Barbs and cracks will not go unanswered, perceived sloppy play or questionable actions will be attacked, and apologies will generally be slow in coming. To be sure not all members of the hobby are of this temperament. A majority of the people are quietly playing their games and are content to do so. But even those quite people have a characteristic shared with the more feisty; persistence. It takes a lot of that quality to play in games, engage in correspondence, run 'zines, and (unfortunately) keep feuds running. What is important to understand is that given those conditions this turbulent environment is natural and efforts should be directed toward creating a framework within the hobby that will accommodate and protect it from internal



"...so then, my dear, --you won't believe-- Ahmose had the slaves turn down all the lamps and leave the room, except for a clever little eunuch strumming softly on his nefer-plink, and he took my hand, and I thought to myself,

'Self, this is it!', and then he laid his head in my lap, and looked up into my eyes, and said, 'OK, let's stab Russia and all I want is Warsaw.'"

destruction. Can such a "turbulent but stable" atmosphere be created? There are several points which are crucial to promoting stability within the hobby.

The first place to look to for hobby stability is the individual. It's an old cliché but the group is only as strong as its members. Playing Diplomacy is more than just being able to push blocks and sell a line. It demands maturity and a high degree of sportsmanship from the players. Anything less than that idea would not enable players to lie, cheat, and backstab each other and still walk away from a game as friends. This is a difficult level to achieve when one remembers that it takes twice the maturity to deal with immature players in the first place. No matter how organized the hobby becomes any structure will be defeated if players (and publishers) cannot maintain these standards of behavior.

A major attitude necessary in creating a strong hobby infrastructure is toleration of legitimate differences in game philosophies. Debate on these points is desirable but should be on a forum oriented toward tolerance of variety rather than trying to get everyone to agree. There are many legitimate differences in how a Diplomacy game can be played (or conducted). The diversity of philosophies, of publishers and players, actually helps the hobby, for wider ranges of participants are drawn in. A large array of differing 'zines provides people with a selection to suit their own tastes. The drive toward uniformity is a misguided one, for such standardization only discourages innovation and creativity and promotes dispute. Given the individual nature of the typical Diplomacy advocate it would be unrealistic to try to impose uniform hobby standards. Just the existence of the Boardman Numbers is a relatively big step in that direction and is probably as far as one will get concerning game uniformity. A standard number for each postal game is an inoffensive way to get everyone to agree on one point at least and provide some semblance of hobby uniformity.

The question of how to handle hobby feuds that are inevitably going

to appear is still a big issue and one which perhaps represents the most destructive threat the hobby will face (besides apathy). Some people deal with feuds in a very simple manner; they print nothing about them and ignore them. This approach has the advantage of keeping the mudslinging to a minimum and reducing the exposure of the feud to people who would just as soon not hear about it. The drawback is that feuds can generally be defined as "substantive" vs. "nonsubstantive", with substantive feuds by definition representing genuine points of debate that may necessitate broader hobby awareness and involvement. Seen in this light the point then becomes one of defining what is substantive and what is not, and who will make that determination. It's not an easy decision but if feuds can be discussed on that level then a long way has been gone toward providing a rational framework for dealing with them.

One concept that has recently been gaining popularity and is great fun is the regional con. It is usually spontaneously planned and is held in a regional area of the country by mostly postal players who want to get together for a weekend orgy of PTF play. These cons provide an excellent way for people in the hobby to get together, have some fun, and meet their corresponding counterparts. Nothing but good can come from these events and the resulting friendships made and strengthened can only help the hobby as a whole. The yearly DipCon is an important event in this regard but if the idea of regional cons catches on then more people in the hobby will have an opportunity to meet others without having to go to the great expense of time and travel to do so. It doesn't have to evolve into a regular event; the element of spontaneity seems to be a desirable quality of these outings. It may be a simplification but all it appears to require is plenty of advance publicity and a few individuals willing to arrange a time and place to play. Some cons have already been going on (MidwestCon, LyrneCon) and the potential for others exist (SouthernCon, MountainCon, NorthwestCon).

(Continued on p. 13)

I've Got A Little List

Scott Marley

As someday it might happen I may have to stab a friend

I've got a little list--I've got a little list
Of players of Diplomacy who bother me no end

Who never would be missed! Who never would be missed!
The clods who lay their armies on their sides, and then those chaps
Who borrow all your pencils and then mark up all your maps,
The timid young beginner who is innocent and shy,
Who doesn't break a promise and who never tells a lie,
And hasn't played a parlor game since Granny taught him whist--

They'd none of them be missed! They'd none of them be missed!

The fellow who writes articles to popular acclaim,

The self-made theorist, I've got him on the list!
He's much too busy lecturing to ever play the game--

He never would be missed! He never would be missed!
The D-and-D enthusiast whose attitude is brisk,
Who glances at the board and says, "This game's a lot like Risk!"
The conflict simulations nut who likes his rules complex
And gets confused by games that haven't got a single hex,
The girlfriend of the host who says she wants to "co-exist",

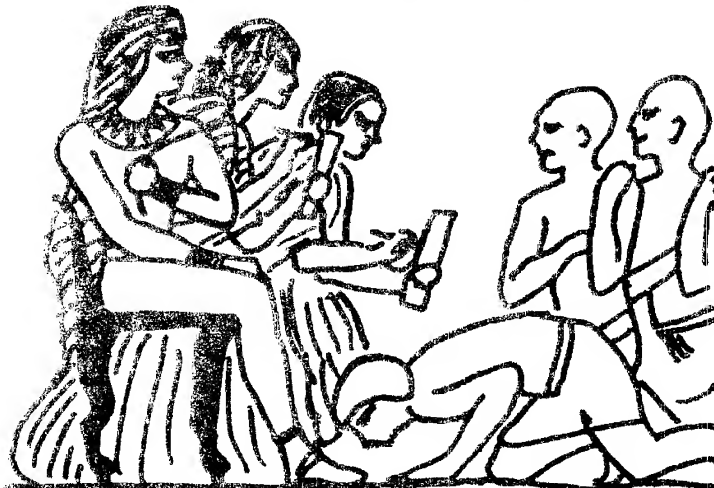
They'd none of them be missed! They'd none of them be missed!

That Italy who opens with Lepanto every time,

The modern strategist, I've got him on the list!
The ever-faithful ally who thinks treachery's a crime,
He never would be missed! He never would be missed!

The analyst of stalemate lines who never knows a flaw
And manages to make each game a seven-player draw,
The irritating fellow who, before he makes his play,
Must check his little guide to see what Walker has to say,
I'll line them up in order and then give the blade a twist,
And they never will be missed! They never will be missed!

(Adapted from The Mikado.)



"Well, all right, if you want it
that badly, I'll support you
into the East Med."

The BOHAS Opening

Unorthodox Openings #5.....Mark L. Berch

Seizure of England's traditional neutral, Norway, usually requires only one fleet, leaving the other free to pursue various goals. If Russia opens A Mos-StP, England will often want to use the fleet to support the attack on Norway. If France opens F Bre-Eng, the fleet will usually be needed there. But in most cases, neither of these distractions occurs. On rare occasions, England will do nothing, but most commonly the fleet will be deployed in FO1 either on the attack; or to aid France or Germany, one against the other. There are two main theatres: Europe proper (Mid to Hel) or Scandinavia (Hel to Bar). If England chooses Russia as his first target, the usual approach is the Barents Opening (F Nrg-Bar in FO1). But England can start at the southern end, giving the Bohas Opening:

Spring 1901: A Lpl-Edi, F Lon-Nth, F Edi-Nrg.

Fall 1901: A Edi-Nwy, F Nrg C A Edi-Nwy, F Nth-Ska.

(The Bay of Bohas is in the interior of the Skagerrak.)

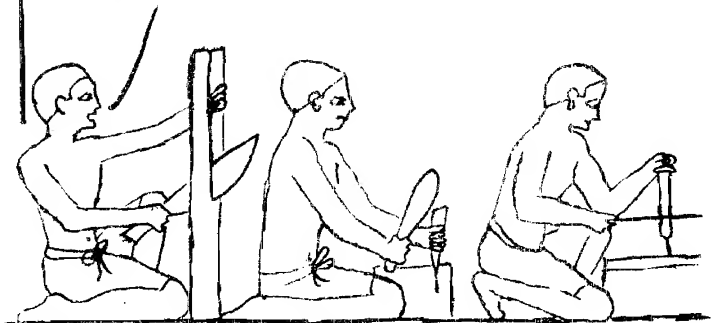
This opening has received astonishingly little attention. I have read a number of major treatments of English openings, and this is almost never mentioned, though the other anti-Russian opening is nearly always described. The Bohas is neither better nor worse than the Barents, just different, as the initial target is Sweden rather than St. Petersburg. The opening is clearly more isky than the Barents, but is also more flexible.

Diplomatically, the most important element is a very strong alliance with Germany. Because the North Sea will be vacated in FO1, England is very vulnerable then to a German stab. Further, this may set a precedent, and Germany could argue later, "You vacated North before, so why not trust me and do it again?" Of course, any early attack on Russia requires the cooperation of Germany for decent results. One of the difficult judgements to make is when and whether to tell Germany that this opening will be used. If he is told

early on, he may decide to hinge his entire diplomacy on a move to the Nth in FO1. If he is told later, he may not have time to line up the correct alliance structure to back up a move to Nth. England may be able to get by without telling Germany at all. Saying, "...and in the Fall I'll move my fleet directly against Russia" may lead him to assume that England has F Nrg-Bar in mind. It's best to avoid lying directly to him on this point, but telling him too early will get him to thinking how handy German F Nth would be.

The second element is a blitz of Russia; that is, getting AUS/TUR to join ENG/GER in the attack. The goal here is to avoid a WOL build in StP, as England does not want his support of A Nwy cut in SO2. The best way is simply to deny Russia any builds at all. However, even if Russia gets a build in WOL, the pressure of AUS/TUR in the south is important because England wants Russia to build down there. In this circumstance, F Ska has a distinct advantage over F Bar. With the latter, England threatens F Bar S A Nwy-StP in SO2, meaning that Moscow is endangered, or its support can be cut, as early as FO2. That is often an intolerable risk to Russia. On the other hand, F Ska seems much less a problem. He figures that Swe is doomed anyhow, and his fleet can guard StP in the Spring and possibly Fall as well (e.g.,

"I was just thinking,
Amen-hotep: how about
a game of Diplomacy
tonight?"



A Mos S F Bot-StP in FO2). Plus there's a chance England can talk him into believing that F Ska is anti-German. So overall, England wants to avoid any Russian build, but if he does, F Ska is less likely to cause a build at StP than will F Bar. Naturally, England would prefer that Russia not take Swe. It's not so much Swe per se -- it doesn't matter much for SO2 whether Russia's in Bot or Swe. But this tells something about Germany, and of course it means an extra build.

The third element is England's relationship with France. There are two choices. One is to encourage France to go against Italy (a western triple alliance); the other is to seek some early conflict with Germany. Both are compatible with the opening, and the particular circumstances will determine which is better. One factor will be France's degree of interest in Belgium. Since England is asking Germany to stand Russia off in Sweden--but claiming Sweden for himself--he will have to give Germany a rather firm commitment that he gets Bel, possibly including a pledge of FO2 support if needed. If France is not terribly interested in Bel, then he should be urged south--he has to attack someone. But if he shows a keen interest, this should be encouraged. Avoid lying to him: tell him England's not interested in it himself, rather than promising help. This FO1 clash over Bel, particularly if Germany does not get it, means that Germany will be eager for English help and cooperation in 1902. A second factor is how aggressive Germany seems. If he seems very rambunctious, then problems in the west (e.g., French A Bur) may be needed to keep him in line. Otherwise he may be planning on attacking England just as soon as Russia can be cowed. The third factor will be England's own judgement as to whom his second victim will be...and, if France, how soon the attack should begin.

The final element in England's diplomacy is Italy (no one else is left!). England naturally wants to be friendly, as he may need Italy's help against France or Germany. But the less said about the blitz of Russia, the better. This attack is not in Italy's interest, particularly if it goes very fast, as blitzes often do.

Next, the tactics. England's 1902 choices depend on Russian strength in the north, whether he must move F Lon-Eng in SO2, whether Russia is in Sweden, etc. Several things should be kept in mind, the most important of which is the value of taking Swe with a fleet. This is a great advantage of the Bohas Opening, and it should not be discarded unless there is a very good reason to do so. If Russia elects to make a stand at StP, F Swe-Bot will be very handy later for cutting support of the fleet, or entering Bot if necessary. Also, if England plans to turn on Germany, F Swe-Bal has a devastating effect when combined with A (or F) Nwy-Swe. If Germany has no second fleet, he cannot get England out (the Russian fleet should be gone by then), and England threatens three of his centers.

As for A Nwy in SO2, whether to use it to support F Ska-Swe depends on how confident England is of German support. If Russia is in Swe, then of course England must be careful to guard Nwy from the retreating Russian fleet. His F Nrg could cover Nwy then, particularly if (rather than risking an immediate grab of StP) England would prefer to temporize with A Nwy-Fin, F Nrg-Nwy. Even if there is no retreat danger, F Nrg-Nwy may be a little safer than F Nrg-Bar. If a threat to Nth develops in 1902, F Nwy is in a position to assist; F Bar is not. Anyhow, there are a lot of choices as to how aggressive to be against Russia.

Finally, if Russia has built in StP, life is more complicated, since A Nwy's support might be cut from there. If England's confident of German support, then it won't matter much; but otherwise, he will have to order F Ska S A Nwy-Swe if Russia isn't in Swe, and guess if he is. The lack of German help might not be betrayal. He may simply be more interested in F Den-Bal, so that in FO2 he can convoy to Lvn or some such. This is particularly true if he's not been permitted to build a fleet in WO1.

England should not overlook the anti-German variation of this opening; e.g., accepting support from Russia's F Swe for an attack on Den in SO2. At first blush, there would

seem to be no advantage to attacking Germany from Ska rather than Nth as in the normal opening. But there are advantages. The attack on Germany will be less expected by him--after all, England has opened anti-Russia. The main advantage arises when the attack fails in SO2, due perhaps to Germany ordering A Kie S F Den. If England had been attacking from Nth, his position would be unchanged for a FO2 attack. However, if the unsuccessful attack came from Ska, England could order F Edi (or Lon)-Nth in SO2 (assuming he trusted France). This gives him extra support for the FO2 attack, or he can use it to menace Hol. He should not overlook F Ska C A Nwy-Den either, particularly if Russia has not built in StP. Leaving Nwy may seem daring, but the army won't leave unless Russian F Swe helps, and in FO2 England can guard Norway if necessary. It will be a very rare game with this opening.

Alternatively, England can take Sweden with the army in Spring, and then use it to support a Fall stab, F Ska-Den, with F Nth deployed against Bel or Hol.

I'd like to conclude by looking at some postal games having this opening. I feel strongly that strategy and tactics discussions should be firmly grounded in how the game is actually played. To avoid a possible bias, I have included all the games in my records with this opening, even if only for a brief mention.

In 1978H (FOL SI FIE) I used this opening, and Germany stood Russia out of Swe in FO1. In SO2, I moved F Ska-Swe, even as Russia moved into the Baltic, and in FO2 took StP as well. Taking both in 1902 is quite unusual for England, and the builds it generated in WO2 (F Edi, F Lpl) proved very important. Because F Nth was used in FO2 to support the Germans into Bel, France was able to force his way into Eng the same season. The extra fleet meant that I had just enough units to create a fleet wall to push back France who had allocated 3 fleets against me. At the same time, with neither Swe nor StP, Russia could not be a serious distraction -- I was able to garrison my

3 Scandinavian centers with just A StP & F Swe. With 4 fleets pressing FRA in SO3, both Mid and Bre were taken by FO4, and I eventually won the game. The lesson here is that with rapid progress against Russia, England can take on France very early in the game--and do well.

1968Z (CEREBRAL NEBULA) took a very different course. England was aided by a Russian FO1 NMR, but Germany moved F Kie-Hol and then held. Things went really downhill in 1902. StP and Nwy were exchanged, but F Ska-Swe was foiled when Germany supported himself into Swe. France slipped a convoyed army into Wales. England never got above 4 centers and the game was won by France. Clearly England was crippled by not having an effective alliance with Germany--he had nothing to show for his F Ska. And he had warning signals: Germany clashed twice with Italy in Tyrolia in 1901, and of course did not move to Den.

1976HS (1901 AND ALL THAT) gave another variation: An ENG/FRA alliance. France took a very aggressive opening, supporting himself into Bur and moving into Eng, then ordered F Eng S A Bur-Bel in FO1. Germany stood Russia out of Swe--and Italy out of Munich. It was a very scrappy opening. Despite there being no NMRs, only Germany (at 5) ended the year with more than 4 centers! There were 5 standoffs, and Spa, Por, and Hun were ignored! In SO2, England went to work, moving to Bar and supporting A Nwy-Swe. Then in FO2 he was incredibly busy -- A Swe S F Ska-Den, F Bar-StP(nc), and F Nth S FRENCH A Bel-Hol! Russia, despite losing StP to ENG, War to AUS, and Mos to TUR, took Ber from GER. That left both GER and RUS at 2, ENG at 7, and FRA at 6. The only other significant Power by WO2 was TUR. Although the ENG/FRA alliance was later strained when ENG took Hol and Bel, France would not join up with TUR, and the game ended with an ENG/FRA draw, although England most probably could have won the game.

1973BQ (GRAUSTARK) began with an unexpected development--Russia's FO1 NMR zipped Germany into Sweden. At this point, an ENG/GER clash broke out, with F Ska and F Swe both going

for Den, and Germany moving his new fleet into Hel. In the Fall, ENG took StP from Bar, and supported his F Ska to Swe, while supporting an unsuccessful French attack on Germany's Bel. Unlike 76HS, however, the ENG/FRA alliance did not gel, and in 1903 FRA took Lon, GER took Swe, and the lone RUS army, supported by AUS A Mos, took StP. ENG was ruined and eventually AUS won the game.

1973BC (GRAUSTARK) saw Germany hold in Hol in FO1, then NMR in SO2, so that supported attacks by ENG on Swe and by RUS on Nwy both failed, with ENG moving F Nrg-Bar. ENG was again frustrated in FO2, as RUS supported StP, and GER A Den refused to support F Ska-Swe. GER was at this time preoccupied with his war with France, which ENG was not helping with. By SO3 things had gotten much worse for ENG, as FRA entered Iri and Eng, and Germany actually supported RUS F Swe...and in the Fall GER took Nth. But ENG managed to swipe an undefended StP for a precious build, and GER was weakened by the Russian seizure of Berlin. The stubborn English defense apparently persuaded France to withdraw in 1904, and FO4 finally saw the success of F Ska-Swe, which had failed many times before. The game ended in an ENG/FRA/AUS/TUR draw.

In 1969CL (DIPLOPHOBIA), Germany used F Hol in FO1 to support A Ruh-Bel against a French effort to take Bel. SO2 saw a classic ENG/GER vs. FRA/RUS battle, with a standoff in Eng and a supported standoff in Bur. England ordered F Ska S A Nwy-Swe, and Germany moved into the Baltic. But Russia had muscle of his own, moving armies into Fin and StP. His fleet retreated in SuO2 to Bot, and in the fall cut A Swe's support, so that A StP S A Fin-Nwy succeeded. Germany switched sides in the north, with F Hol standing F Ska out of Nth, although he continued the war with France. At this point, each western power was at war with the other two. The result was predictable from that--a win by an eastern power (AUS). ENG and GER made up in FO3 but by then it was too late; England never got above 4 centers. This was one of the hobby's early demo games.

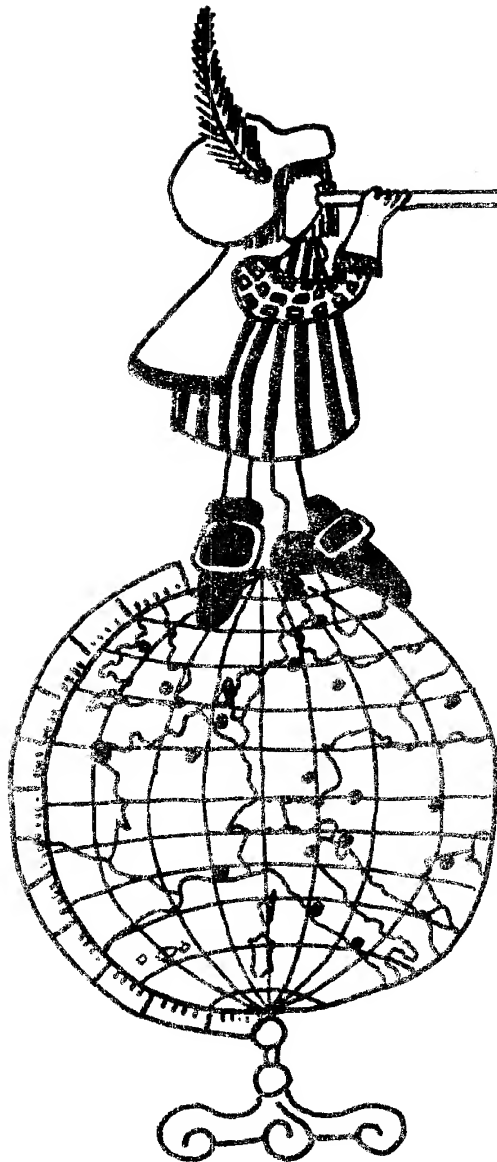
1965Q (GRAUSTARK) saw GER F Den hold in FO1. England NMRd in SO2, and Russia annihilated the ENG A Nwy that season. Thus the effect of the opening was wiped out; ENG spent F Ska trying to retake Nwy. The game did show the value of persistence, though. As late as 1906, ENG was still at 4 centers, and had the German alliance. This prospered until 1909 when he stabbed Germany, and ended up in a 17-17 draw with Turkey. (Similarly, in 1975EI, England NMRd in WO1 and ruined the opening and his position.)

Ten years later, 1975Q in the same 'zine took a different course, with a western triple alliance permitting ENG/GER to place great pressure on Russia. Germany stood RUS out of Swe and built 3 armies. But Russia compensated by taking Rum and Bul, permitting him to build both F StP(nc) and A Mos. In SO2 England moved from Ska to Swe, and entered Bar, while Germany sent armies into the Polish corridor -- only to see RUS F Bal and AUS A Boh and Trl. In the Fall, Germany cut the support of RUS A Lvn (which enabled ENG to take StP) and moved F Den-Bal (with support from ENG F Swe), but could do no more. In SO3, England appeared to remain in alliance with Germany, moving to Eng, but then stabbed Germany spectacularly in FO3, taking Bel & Hol, and supporting himself into Den from Ska: 9 centers! In the next 5 years, he carved up GER, plunged deeper into RUS, knocked out FRA, but could only reach 17 and was forced to share a draw with AUS/ITA/TUR.

1968BD, a telephone game, had GER stand Russia out of Swe, but ENG broke off the attack on RUS in SO2, and the north became ENG/FRA vs RUS/GER. France grew quickly, but could not gain a decisive position, and the game ended in an ENG/FRA/ITA/RUS/TUR draw.

In 1971BC (GRAUSTARK), Germany made his intentions clear in FO1: F Den S RUS F Bot-Swe. England apparently did not get the message, and despite the build of A StP, he banged futilely at StP and Fin -- while fleets entered Hel and Eng

(Continued on page 26.)



WINNERS

Beyerlein Player Poll #9 February 1982

Doug Beyerlein

The results of the latest Beyerlein Player Poll are as follows (Note: S means the score or total number of points tabulated from the ballots; N means the number of ballots listing the player's name. The number of first place votes is given in parentheses):

TOP BOARD			S	N
1.	Kathy Byrne (6)		340	24
2.	Jack Masters (3)		263	26
3.	Randolph Smyth (4)		186	15
4.	Lee Kendter, Sr. (1)		179	18
5.	Ron Brown (USA) (2)		166	16
6.	John Caruso (1)		132	17
7.	Don Ditter (1)		129	12
SECOND BOARD				
8.	Allen Wells (3)		115	10
9.	Jack Fleming (2)		102	10
10.	Robert Sergeant (1)		96	10
	Bob Olsen		96	14
12.	Blair Cusack (2)		90	9
13.	Gary Coughlan		82	11
14.	Bob Arnett		80	10
THIRD BOARD				
15.	John Michalski		76	11
16.	Mark Berch		72	8
17.	Steve McLendon		71	8
18.	Mike Mazzer		70	6
19.	Keith Mercer		69	7
20.	Bill Hart (2)		66	4
21.	Al Pearson		65	9

Players with 20 points or more: Robert Acheson, Trevor Baillie, H.D. Bassett (1), Doug Beyerlein, Walter Blank (1), Kerry Blant, Thom Burnett (1), Dave Carter, Mike

Conner (1), Phil Cooper, David Crockett (1), François Guerrier (1), George Cunningham, Dave Ditter, Mark Fassio, Paul Goodrich, Dave Grabar (1), Arturo Guajardo, Gary Hamlin, Greg Haskew, Steve Heinowski (1), Roy Henricks, Elmer Hinton, Stan Johnson, John Kador, Doug Karnes, Ron Kelly (1), John Kevern (1), Oded Klinger, Dan Kuszynski, Doug Landon, Steve Langley (2), Stephen Lee (1), Mark Lew, Bruce Linsey, Andy Lischett (1), Dan MacLellan (1), Tom Mainardi, Dick Martin, Bill Neilsen, Bob Osuch, Hugh Polley, Rick Ragsdale, Paul Rautenberg (1), Richard Reed (1), Bern Sampson, Alex Service, Keith Sherwood, Dan Stafford, Don Swartz, Eric Verheiden, Jake Walters, James Williams, Tom Williams (1), Fred Winter, and John Zipper (2).

A total of 49 ballots were cast. I wish to thank the publishers who publicized the poll in their 'zines. The tenth poll will be conducted next year, probably at about the same time as this poll. Advance information will be

distributed to publishers in the autumn. All questions and comments should be directed to Doug Beyerlein, 640 College, Menlo Park CA 94025. All publishers are encouraged to reprint the results of this poll.

//Ed. Note: The BPP has been absent from the Diplomacy scene for a while, although it was always a popular and highly regarded poll. Last year we suggested to Doug that DW would definitely be interested in the results of a revived BPP, and that we hoped he would start his poll up again. We are happy to welcome the BPP back to active status and to print the results of the Ninth Poll here.//

EVERYTHING #51

The latest (Jan 82) issue of EVERYTHING* (*You Ever Wanted to Know About Postal Diplomacy But Had Better Sense Than to Ask) contains the results of 26 completed postal games. Of these, 16 ended in victory. DIPLOMACY WORLD would like to congratulate the following Diplomacy winners:

Game	Name	GP	'Zine
76IM	Peter Martin	GER	ENVOY
78AV	Lee Bardwell	GER	CLAW & FANG
78CJ	Joe Dorchack	TUR	EFGIART
78KT	Walter Aucott	RUS	Fly.Buffalo
79CE	Jack Masters	FRA	DRAGON & LAMB
79HG	Dick Martin	RUS	GRAUSTARK
79HK	Jack Masters	GER	DRAGON & LAMB
79IN	Paul Rauterberg	AUS	GRAUSTARK
80L	Jack Masters	FRA	VOLKERWAND.
80AO	Tom Ripper	TUR	GRAUSTARK
80AV	Darrell Stevens	ENG	Fly.Buffalo
80AW	Robert Kraus	RUS	Fly.Buffalo
80IB	Kathy Byrne	ITA	RETALIATION
80ID	Bill Schiwautz	ITA	EAST OF EDEN
80KR	Paul Klose	TUR	xerox internet
81I	Chuck Feinstein	ENG	xerox internet

We would like particularly to congratulate Jack Masters on a stunning 3 victories in one issue of EVERYTHING.

We would also like to point out what a fine job the Boardman Number Custodian, Don Ditter (and his publisher, Bern Sampson) has been doing. His management of the Numbers has been efficient, thorough, and punctual. We all owe Don and Bern a big vote of thanks for doing so well. And please don't forget the \$1 contribution for each of your Boardman Numbers!!

HOBBY STABILITY...

(cont'd from p. 6)

Another way of strengthening and stabilizing the hobby would be some way of making sure the whole hobby had access to information about hobby services, hobby resources, and just general information. Many attempts in the past have been made to insure that people are well informed about the hobby and while these attempts have not been totally successful they demonstrate, if nothing else, that the need for such a service is recognized. DIPLOMACY WORLD attempts to fill that role and a few of the top-notch 'zines for all practical purposes fill that role also. Communication within the hobby is vitally important, and information regarding game openings, hobby services (such as BNC, ombudsmen, reprint banks) and other general information (contests, polls, new 'zine reviews) should be made available to as many people as possible. Obviously one person cannot compile all that information; a better approach would be for one person to be a central mailing point for all that information and who would in turn disseminate it to the hobby. The major drawback to the methods currently in use is that the media are infrequent (as with DW) or, worse, one has to submit a request to get the information or otherwise request it. A more efficient approach would be to make up a flyer with all the information and send it out to all publishers on a regular (monthly) basis without requiring a subscription to it. Funds could come from contributions and revenue sharing from Dip-Cons as enjoyed by the BNC, MNC, and Novice Packet project. There is no guarantee that publishers will use the flyer once they have it but at least the information is there for them to decide what to do with it. A custodianship such as this would insure that all publishers would have accurate and up-to-date information about the hobby.

The postal hobby is a strong one with lots of good people and lots of good things going for it. With the continual influx of new and enthusiastic people and the experience of the established members of the hobby there is no doubt that it can look forward to many years of enjoyable and hopefully stable play.

telephone THE "CALL OF THE WILY"

Dennis Duncan

This article is in praise of Mr. Bell's marvelous invention as it is used in playing Diplomacy. I conduct my Diplomacy games by telephone because I strongly believe it resolves the difficulties presented by both face-to-face and play-by-mail methods.

The major problem in face-to-face Diplomacy is one of scheduling; i.e., trying to get seven or eight very busy people together for a long evening without disrupting work and social commitments. It will inevitably happen that while five or six persons can easily be convinced to meet at a specific point in spacetime, the remaining two or three will not be able to join the group. This in itself is not that much of a problem; however, it is a different combination of people which is available/unavailable every attempt. Frustration!!!

Once that particular hurdle has been cleared, there remains the problem of what to do with those individuals who are eliminated in the course of the game. They can act as spies (trying to "get" the country that eliminated them), as terrorists (disrupting the smooth, urbane, civilized, and cultured conversations of high intrigue by running naked through the room), or as spectators (dull, dull, dull).

More problems arise when the face-to-face game turns into a party (Yahoo!) and the resulting giddiness, apart from creating some very interesting orders (A Yor-nearest wash room), can cause hard feelings as the knives slide home. While this can be fun once in a while, I enjoy playing good, hard-fought games and not winning by being the only one not inebriated; even though the ability to remain coherent and cogent "under the influence" has, since the beginning of time, been a prime requisite for any diplomat.

Another major problem is that, given the length of time available for negotiations between submissions of orders, it is imperative that you spend the majority of the allotted time with your immediate neighbors, whether they are hostile, allied, neutral, or some combination thereof. There is very little time left to talk with those all-important players who are not immediately adjacent to you but who border on your neighbors' territories. It is also very difficult to achieve surprise when carrying out a stab, for every player is in plain view and it isn't difficult to establish who is talking to whom and for how long. It can sometimes be determined when an alliance is on the verge of breaking down by noting that the allies are spending less time together. Negotiations, while possibly secret in nature, are known to be taking place.

But the greatest barrier to good play in face-to-face games is the lack of time for any sort of analysis. Experienced players generally know what is happening and can react well to any situation on the board. Beginners and novices usually wind up being overwhelmed early in the game, leading to many of these players leaving the hobby in search of a game they can understand and do well at. This tendency will also cause the experienced players to form cliques and play only within that particular group; "Nobody can give us a decent game". Given a little time to think and reflect, even a novice can successfully puncture a "pro"...which is great, because it tends to keep all other players on their toes, with their backs to the wall (interesting image, that). Weaker players will progress and will not be discouraged easily...they will know where they have erred and, more importantly, why the mistake was made.

Postal Diplomacy, with its adequate time and players from many parts of the continent, overcomes these difficulties...only to give rise to a new set of problems. These arise from having to use that wondrous institution, the post office. The documented tardiness of the mails has caused many an inadvertant NMR even though some GMs have a form of insurance: a collect call in the event that orders are not received in time. With postal rates already passing through the stratosphere and trying to achieve lunar orbit, negotiations between seven players and submission of orders to the GM can become hideously expensive. Also, there is that strange annual ritual of a Canadian postal strike which will completely disrupt any postal game.

In any given locale, like will attract like; gamers can usually be found in the company of other gamers. Usually a Diplomacy player knows another who is willing to give it a go, and he knows another friend who is interested, and so on. This is how local groups get their start. Playing by phone is a natural way to run a game of Diplomacy for these groups. Because of the local nature, negotiations can be as long and intensive as desired...the monthly telephone bill is still the same.

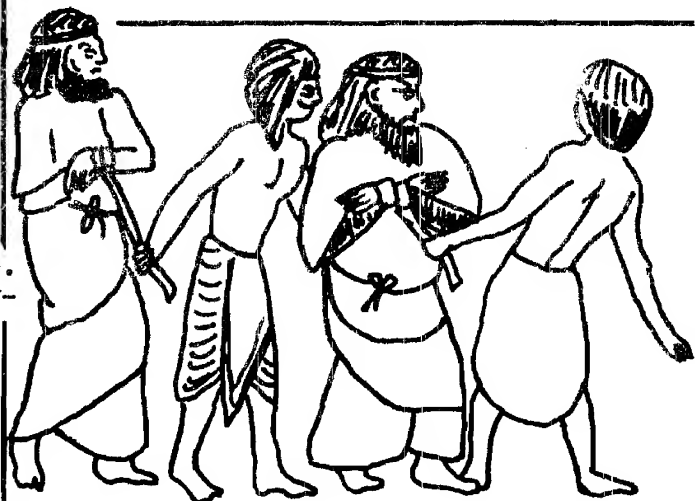
The game can be speeded up by using a house rule which limits the negotiation time to one day per active player. For the original seven, orders are submitted every seven days; for five players, five days, and so forth. This allows more games to be played as less real time is used to simulate one season of game time. It enables those players eliminated to enter another game much more quickly and thereby keeps their interest alive.

By contacting the individual players at their convenience, the problem of scheduling is neatly bypassed. There is no problem of finding enough space to accommodate such a gathering and ensuring sufficient privacy for negotiations. Such negotiations are also private and can be kept secret; the element of surprise can now assume its proper importance. The use

of the telephone makes it possible to plan negotiations in great and coherent detail, to wear down possible resistance; but, more importantly, those vital peripheral players can be brought into play as there is more than sufficient time to bring them to bear on your neighbors, whatever the reason.

There will be fewer NMRs and incoherent orders, as the party atmosphere is removed. There should be fewer hard feelings as telephone conversations tend to be more easy-going than face-to-face confrontations. There will be less petty stabbings as the players will have time to analyze and prepare for these. However, the stabs which will occur are likely to be devastating (and quite interesting). The effect of surprise will be enhanced because, while some people find it impossible to lie with a straight face in person, it is another matter over the telephone.

In addition to countering the problems raised by both postal and face-to-face Diplomacy, telephone play has other advantages. Sufficient time is allowed to analyze and plan to maximize both strategic accuracy and tactical flexibility. This will make for better play by all participants. The expanding circle of players will prevent cliques because of the tendency toward keeping play from becoming stagnant as new persons are being introduced. This prevents people from



"Hey! We stole two more from the D&D tournament. That's seven... start the game."



DRAGONSTOOTH is DW's semiregular column in which Steve McLendon features his Dragons-Teeth Rating System. Many of our readers may also know Steve as the editor of the excellent gamezine, THE DRAGON AND THE LAMB.

A complete explanation on how the DTRS is compiled was printed in DW #26, p. 29.

The following list encompasses 960 games, from EVERYTHING #19 (1/75) to EVERYTHING #50 (10/81).

Notes: Column N shows number of games rated for that player. The figure (xW) indicates the number of games won by that player. Rk = Rank.

The following games from EVERYTHINGS 48-50 are included in this update. Games ~~1974CQ~~ were not rated. 1974CQ; 1975V, Z; 1976BO, DE, EZ; 1977AM, AX, CI, HY, IW, KV; 1978 J, R, W, AE, AG, AY, CB, CC, CI, CR, CT, CX, FB,

FK, FL, HF, HJ, HL, HN, HO, HR, HS, IN, IP, IR, IV, IY, KE, KK; 1979A, F, G, N, O, W, Z, AA, AU, AV, AX, CD, CL, CO, DP, CT, DV, HD, HH, HJ, HM-HR, HU, IC; 1980C, D, Q, AU, CB, CQ, HH, KN, KØ-KQ, KØ. Below are country wins & draws.

Score	Country	Win	2D	3D	4D	5D	6D	7D
8.86	France	84	43	57	55	25	3	1
8.61	Russia	131	37	39	31	18	3	1
8.45	England	79	43	57	59	26	3	1
7.30	Turkey	80	32	53	46	21	1	1
6.90	Germany	91	48	46	38	24	3	1
5.92	Austria	88	28	35	37	23	2	1
5.11	Italy	59	25	37	38	23	3	1

Rk Score N Player

TOP BOARD

1	43.41	8	Dave Crockett (3W)
2	36.02	5	Bill Hart (4W)
3	30.36	3	Ralph Morton (2W)
4	27.48	7	Mark Berch (2W)
5	27.38	12	Randolph Smyth (6W)
6	26.56	5	Drew McGee (3W)
7	26.01	2	John Zipper (2W)

Rk Score N Player

SECOND BOARD

8	25.84	26	Lee Kondter, Sr. (8W)
9	25.36	5	Steve Decker (2W)
10	25.15	15	Dave Ditter (5W)
11	25.08	4	Tom Thorsen (2W)
12	24.99	2	Andy Lischett (2W)
13	24.27	11	Mike Lariton (4W)
14	23.57	10	Tom Ripper (3W)

THE REST OF US

15	23.29	4	Tom Kissner (1W)
16	23.18	4	Kathy Byrne (1W)
17	22.99	18	Joel Klein (4W)
18	22.53	23	Steve McLendon (9W)
19	22.47	4	Gary Howe (1W)
20	22.29	5	John Masters (1W)
21	21.98	49	Ron Kelly (12W)

Rk	Score	N	Player
22	21.88	7	Konrad Baumeister (2W)
23	21.85	4	Bill Bryg (2W)
24	21.81	13	Eric Verheiden (3W)
25	21.78	16	Bob Sergeant (5W)
26	21.63	5	Peter Reese (1W)
27	21.31	6	Dan MacLellan
28	21.13	5	Dennis Goldston (1W)
29	20.44	4	Bob Osuch (1W)
30	20.40	2	Greg Haskew (1W)
31	20.24	7	Trevor Baille (3W)
	20.24	7	H. D. Bassett (2W)
33	19.97	16	Blair Cusack (5W)
34	19.31	13	Don Ditter (3W)
35	19.26	9	Rick Kassel (2W)
36	18.65	10	Bill Young (3W)
37	18.25	12	John Caruso (2W)
38	17.98	2	Ron DeBracmoor (1W)
39	17.74	3	Arturo Guajardo (1W)
40	17.47	3	Mark Rowell
41	17.45	6	Eric Kirchner (1W)
42	17.29	4	Roland Straten (1W)
43	17.25	4	Uli Baumeister (1W)
44	17.20	9	Ron Brown* (2W)
45	17.11	9	Don Blasland (1W)
46	17.08	2	Kevin Combs (1W)
47	16.53	3	Bernard Sampson (1W)
48	16.43	7	Gary Kilbride (3W)
	16.43	13	Zane Parks (1W)
50	16.20	5	Stephen Lee (1W)
51	15.44	4	Tony Watson (1W)
52	15.23	9	Bruce Schlickbernd (1W)
53	14.87	4	John Kevern
54	14.81	6	Eldon Nichol (2W)
55	14.79	2	Hugh Polley
56	14.62	5	Brian Johnston
57	14.54	2	Steve Heinowski
58	14.34	4	Phil Cooper (1W)
59	14.28	2	Tom Henthorn
60	14.11	5	Michael Willemson (1W)
61	14.02	2	Art Schleinkofer
62	13.77	2	Jim Lawniczak (1W)
63	13.64	3	Ben Zablocki (1W)
64	13.51	2	Wade Fowble (1W)
	13.51	2	Bruce Linsey (1W)
66	13.18	7	Bill Becker
67	12.83	2	William Brownfield
68	12.75	2	Gary Carson (1W)
	12.75	2	Jan Jensen (1W)
70	12.73	4	Rick Ragsdale
71	12.66	7	Robert Gallagher
72	12.63	8	Dave Bunke (1W)
73	12.61	13	John Michalski (2W)
74	12.49	2	Ted Mickey (1W)
	12.49	2	H. R. Stockert (1W)
	12.49	2	Dave Gibson (1W)

Rk	Score	N	Player
77	12.46	6	Arnold Trembly (1W)
78	12.35	9	Jack Brawner (2W)
79	12.33	3	Len Howard
80	12.24	2	Jack Schneider (1W)
81	12.21	3	Paul Rauterburg
82	11.98	2	Dan Kuszynski (1W)
83	11.92	15	John Weswig (3W)
84	11.82	3	David Pierce (1W)
85	11.73	2	William Adam (1W)
	11.73	3	Mark Fassio
87	11.66	3	Mike McMillie (1W)
88	11.59	4	Vern Schaller (1W)
89	11.44	3	James Cleaveland (1W)
90	11.39	12	Dave Lagerson (1W)
91	11.31	4	Mike Dominskyj (1W)
92	11.22	2	Nelson Kempsey (2W)
93	11.17	12	Leland Harmon (1W)
94	11.12	5	Roscoe McPherrren (1W)
95	11.05	8	Cliff Hardisty
96	10.95	3	John Robinson (1W)
97	10.71	2	John Daly (1W)
98	10.70	7	Bob Beardsley (1W)
99	10.45	15	Doug Hollingsworth (1W)
100	10.41	11	David Tutacko (1W)

(Note: *The score for Ron Brown is probably in error. There are two Ron Browns playing postal Diplomacy, one in the USA and one in Canada; but from the game reports it is impossible to tell one from the other.)

(EDITORIAL) (Cont'd from page 4)

outstanding choice from elsewhere in the region, holding DipCon XVI in conjunction with the 1983 MichiCon seems a remarkably good deal.

The State of Michigan has had an active, effective, constructive organization of wargamers for many years. Herb Barents, Chairman of this year's DipCon Committee, is one of the central figures of the group. MichiCon has long established a reputation as a well-attended, efficiently run Con, and moreover has the advantage of a centralized location with respect to the rest of the country plus good transportation in and out of the immediate area. We can't imagine a better choice of host Con for the DipCon than the Michigan blow-out.

DIPLOMACY WORLD therefore endorses Detroit as the site of the 1983 DipCon. We are convinced that the Michigan wargamers can do a great job.

WALTER W. BUCHANAN

A Profile of the Past

Walt Buchanan: player, gamesmaster, and archivist. Whatever Walt did in the postal Diplomacy hobby he did well. He won 7 of 10 postal games. He published first HOOSIER ARCHIVES and then DIPLOMACY WORLD. He gamesmastered the first HA and DW demonstration games. And he amassed the largest collection of Diplomacy 'zines in the hobby. Acknowledgement of these achievements by the postal Diplomacy community led to his selection as one of the 7 original members of the International Diplomacy Hall of Fame.

Walt Buchanan, tall, lanky, and obviously born and bred in the farm country surrounding Indianapolis IN, first appeared on the postal Diplomacy scene in the autumn of 1970. Walt had returned from service in the Navy, where he first discovered Diplomacy, to his old home town of Lebanon IN, just outside of Indianapolis. He rediscovered the game in a store in Indianapolis. This new discovery and subsequent purchase of the game was to change both Walt and the hobby.

The game set Walt bought contained the then newly introduced GRI flyer on postal Diplomacy. This one-page information sheet briefly described postal Diplomacy and listed a number of people to contact for more information. One of these was John McCallum and in November 1970 Walt wrote:

"I am serious about a Diplomacy library. Although a complete collection of 'zines is a nice goal, what I am really interested in now is to collect as many complete games as possible with whatever annotation and analysis is available. I don't know if you are familiar with chess books or not, but one of the best ways to become proficient in the game, in addition to playing experience, is to go over game openings and completed games by the masters. There is quite an extensive literature on the subject. I don't know if



Doug Beyerlein

Diplomacy will ever become widespread enough to warrant such treatment for it, but if so, I would think that the first priority would be a 'book' of complete, annotated Diplomacy games, perhaps divided into games won by each country. This is a pipe-dream, I know, but nice to think about anyway. As a

Dippy tyro I know I would give my eye teeth for such a book right now. However, I can at least try to get the next best thing."

That letter was to start a chain of events that culminated in the establishment of Buchanan's archives containing almost every issue of every 'zine published between the start of the hobby in 1963 and Walt's retirement from it in 1978...and in the founding of DIPLOMACY WORLD in 1974.

Walt first started publishing in January 1971 and he named his 'zine HOOSIER ARCHIVES after his Diplomacy 'zine library. The first issue was little more than a listing of the 'zines in his collection, as were issues 2-5. Issue #6 reprinted an article from GRAUSTARK on strategy in Diplomacy. This started a series of article reprints from past 'zines. But then in HA 20 Walt published an original article on Germany by Brenton Ver Floeg. This was to start a trend that would become the golden age of Diplomacy articles and set a standard for 'zine content. Edi Birsan's classic, "The Lepanto Opening", was published in HA 43 (6 Nov 1971). This article, among others printed in HA, has done much to influence how the game is played today.

Buchanan's HOOSIER ARCHIVES is noteworthy for another reason. Between 1971 and the end of 1973, when Walt started DIPLOMACY WORLD, he published 130 issues--almost one a week. During his first year of publishing he produced 52 issues of HA.

But Walt had even bigger plans.

In January 1974 he launched DIPLOMACY WORLD: the first professional-style 'zine in the hobby. As Walt wrote in the first issue:

"Its purpose is to give a broad overview of the postal Diplomacy hobby by printing articles on the Diplomacy scene and on good play, presenting the Hoosier Archives Demonstration Game with expert analysis, listing rating systems, publishing letters to the editor, and listing game openings and 'zine news."

DIPLOMACY WORLD, now under the direction of its fourth editor, is still guided by what Walt wrote eight years ago.

In addition to establishing his Diplomacy 'zine archives, publishing HA and DW, and gamesmastering the demonstration games, Walt Buchanan was one of the best players in the history of the hobby. He took first place in the 1975 Beyerlein Player Poll (#8). Walt won his first seven postal games, finished with a two-way draw in the eighth, and a second place and a three-way draw in his last two postal games. His Indiana farmboy charm lulled more than one opponent into turning his back to the Hoosier's sharpened dagger. Perhaps Buchanan's most unusual game was 1972BD. In that game his Turkey and my Austria swept the board for a 17-17 two-way draw in 1908. That was the fastest 2-way draw to date in postal play and the first Austro-Turkish draw. The game also finished with only 21 units on the board--the result of neither Austria nor Turkey building new units after 1905. Walt's description of the game is titled "The Two-Way Game-Long Alliance" and is published in DIPLOMACY WORLD #6 (Nov-Dec 1974).

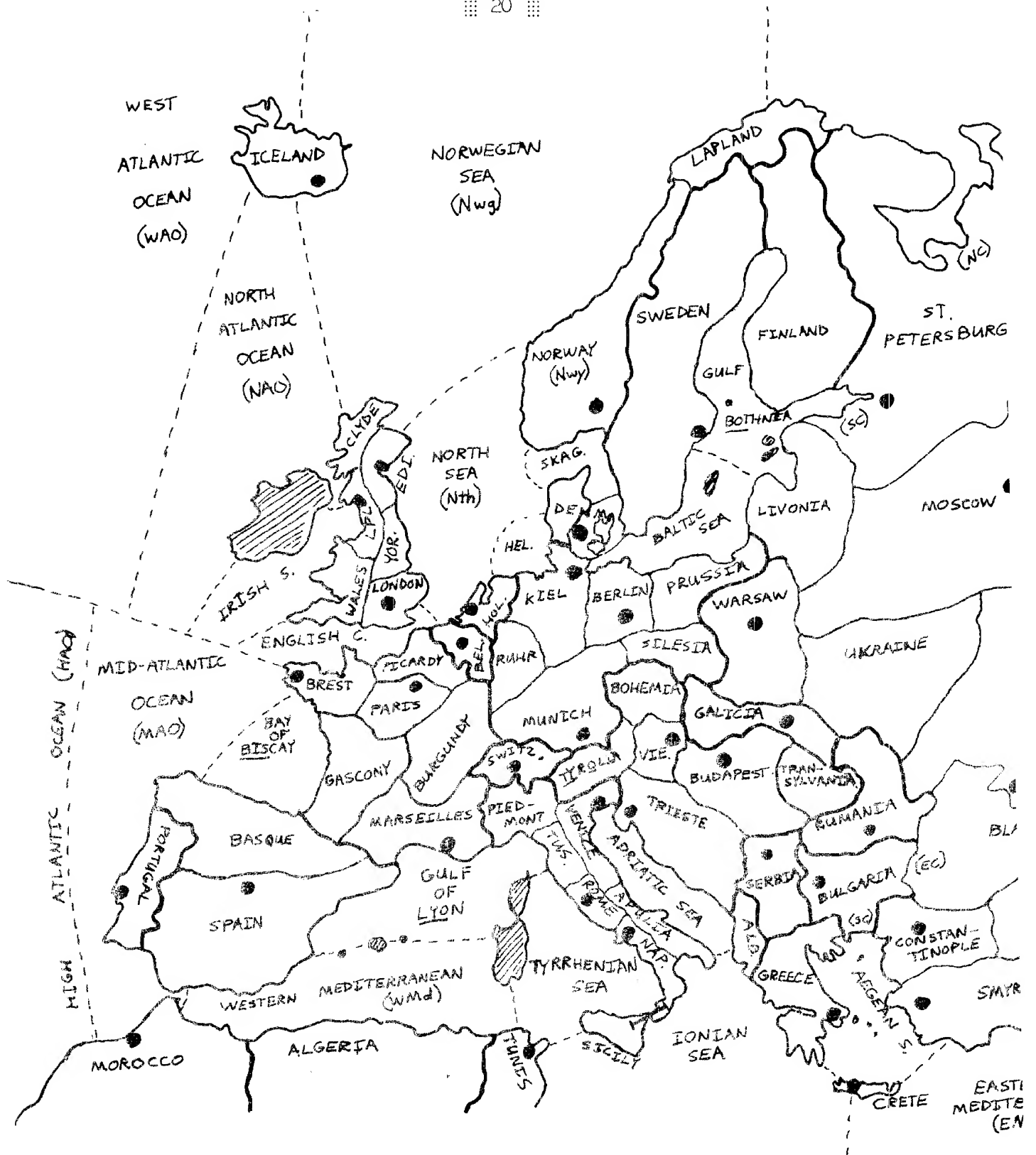
Walt Buchanan's ability to do much in the hobby is a tribute to his superior organizational skills and tireless dedication to a goal. The production of his 'zines was also a tribute to his wife, Carol Ann. She typed HA and DW in addition to running the Buchanan household, raising two sons, and putting up with countless visitors to the archives. (She also founded the Diplomacy Widows' Association.) Trips to the Chicago DipCons in the early '70s with the Buchanans were always entertaining as

Carol drove, took care of the kids, and fixed lunch while Walt and guests sat in the back of their VW van and talked Diplomacy.

Walt started to cut back on his Diplomacy activities in the summer of 1977 when he transferred the editorship of DIPLOMACY WORLD to Conrad von Metzke. The hobby was expanding after the sale of Diplomacy by GRI to Avalon Hill and Walt could no longer keep pace. He continued to handle the subscriptions, publishing, and mailing for DW for another year, yet Walt's life was beginning to change and with it his interest in Diplomacy. His marriage was having problems and he found little satisfaction beyond a paycheck in his job as a lawyer for the Veteran's Administration in Indianapolis. By 1978 changes were on their way. He and Carol were divorced and he left the hobby to devote his spare time to a new hobby: a degree in electrical engineering at night school in Indianapolis.

Today, at age 40, Walt Buchanan is still starting over in a sense. He is pursuing his master's degree in electrical engineering at Purdue University's campus in Indianapolis, while working as an engineer at Naval Avionics. He lives with his oldest son, Bill, in their large Tudor-style home on the outskirts of Lebanon -- just down the road from his parents' farm. The archives (over 40 linear feet of postal Diplomacy 'zines) sits gathering dust in file cabinets in his basement. But this is not to imply that this story has an unhappy ending. Just the opposite. Walt has finally ended a long search: he has found his true interest (teaching electrical engineering technology) and is now working toward that goal. Charles Wells (publisher of LONELY MOUNTAIN in the late '60s) once told Walt that one has to choose between a hobby and a career; one can't excel at both. Walt Buchanan has made his choice.

//That is not to say Walt has totally lost interest in the hobby, either. He is still anxious for news and still advises DW's editor.//



Glenn Overby

((Introduction: In this issue DIPLOMACY WORLD reprints a popular variant which first appeared last year. It comes with the strong recommendation of variant specialist Fred Davis, Jr., who recently rated the IIA version as his sixth favorite variant. For obvious reasons, this is also known as "Five and Ten Diplomacy". ...LP))

1. The 1976 edition of the Rules of Diplomacy will be in full force and effect where they do not conflict with these rules.

2. Woolworth Diplomacy II is a FIVE-player variant. Ten Great Powers are in play - each player controls two of them: a "public Power" known to all players, and a "secret Power" known only to the controlling player and the Gamesmaster (GM). (This feature makes Woolworth Diplomacy II unsuitable for face-to-face play; however, see VARIATIONS below.)

3. Three Great Powers (Balkans, Scandinavia, and Spain) are added to the standard seven. The initial set-up for all Powers is:

AUSTRIA: F Tri, A Bud, A Vie.
BALKANS: A Bul, A Ser, F Gre.
ENGLAND: F Lon, F Edi, Choice Lpl (instead of the A used in the regular game).
FRANCE: F Bre, A Par, Choice Mar.
GERMANY: F Kie, A Mun, A Ber.
ITALY: F Nap, A Ven, Choice Rom.
RUSSIA: A Mos, A War, F Sev, Choice StP.
SCAND.: F Nwy, A Swe, F Den.
SPAIN: A Por, F Morocco (see below), Choice Spa.
TURKEY: F Ank, A Con, Choice Smy.

4. All "Choice" set-ups need not be announced until Spring 1901 orders are revealed. Either an army or a fleet may start in these spaces; if the space is double-coasted, a fleet may start on either coast.

5. The following changes are made to the regular board:
*Crete is passable and a supply center.
*Galicia is neutral and a supply center.
*Iceland is passable and a supply center.

*North Africa is divided into two spaces: Morocco (a Spanish home center which borders on Mid, Wes, and Algeria) and

WOOLWORTH IIA

©1981 GLENN OVERBY
MAP FOR DW BY L. PULSIPHER



Algeria (an ordinary space bordering Morocco, Wes, and Tun).

*Switzerland is passable and a supply center.

6. Powers are assigned using the following procedure:

a. Each player submits a list of the ten Great Powers in order of preference. Ties are not permitted.

b. The public Powers are selected first. Players' first choices are compared - unique first choices are granted, and lots are drawn between players with identical first choices.

c. As a Power is assigned to a players, it is removed from all players' lists.

d. Players who failed of their first choices repeat the process of b above using the highest available choices, continuing until all players have a public Power.

e. At this point five Powers remain on each list. Start again from b above with these reduced lists and assign secret Powers.

7. The ownership of secret Powers is never revealed by the GM. (Note: NMRs /missed moves/ may make relationships apparent.) Players may do as they like in this regard.

8. There are now 39 supply centers on the board. The victory condition is therefore 20 centers, which may be met by combining the totals of both a player's Powers. Adjustments are always computed for each Power separately.

9. The game is not historically based; it should begin in Spring 01 (rather than 1901).

10. VARIATIONS:

a. Woolworth Diplomacy IIA: A non-regular board version of WWII, deleting rule 5 and using the accompanying map in place of the regular board. The new map adds a number of extra spaces to increase mobility in several areas of the board.

b. Woolworth Diplomacy IIB: Face-to-face Woolworth II: all 10 Powers are public. No other changes.

c. Ten-Man Diplomacy IIR: A 10-player game, with one player controlling

each of the 10 Powers publically. No other changes.

11. W.D. IIA Map Clarifications:

a. All units may move directly between Naples and Sicily in one season. This does not affect fleets moving between Tyrrhenian and Ionian during the same season.

b. In the first edition of the IIA map ((published elsewhere)), it is not clear whether units can move directly between Armenia and Moscow. They can't.

(THE /telephone/ CALL OF THE WILY)

(Cont'd from p. 15)

"playing the person" and not "playing the pieces". Lasting friendships have been formed as a person's personality is rapidly revealed under the pressure of dodging knives.

The relaxed pace, the time for planning, the introduction of new players, all make play much more objective and a better battle of wits. The rise in both the quality and quantity of games will improve the players' abilities and, therefore, the hobby itself. It will allow each participant a better comprehension and a fuller enjoyment of Diplomacy.

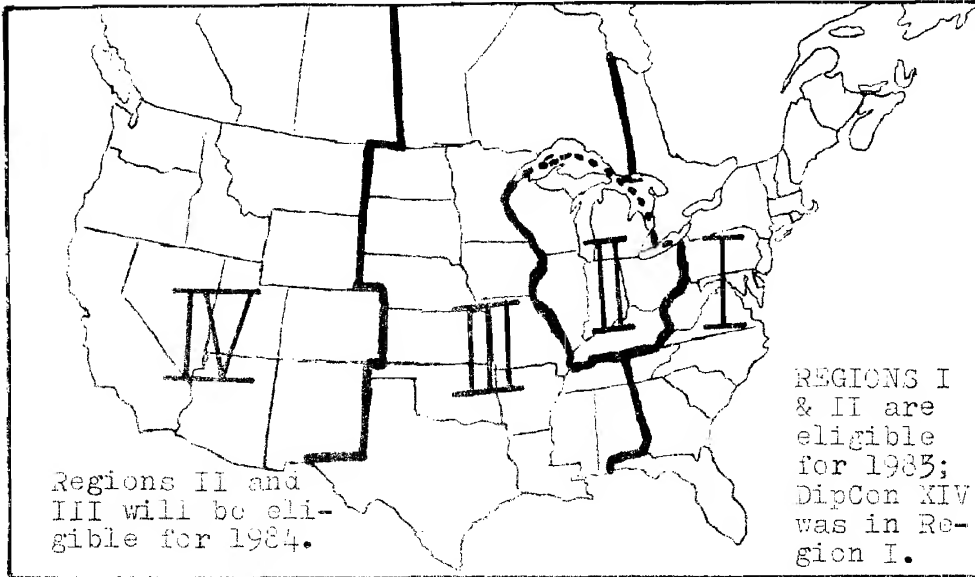
Telephone Diplomacy combines the best of postal Diplomacy and face-to-face games, and will therefore improve the playing of the game. I invite all interested parties to contact me to comment, criticize, and complain. Let's communicate...after all, that is what Diplomacy is all about.

//Dennis Duncan can be reached at Box 1733, Saskatoon, Saskatchewan, Canada S7H 0A4. At least, I think the postal code is too for the Box ...or try 1216 E. 14th St.

//I know from experience that telephone games can be quite good. There is a feeling in some quarters that "telephone" games do not qualify as "postal" and are therefore irregular and should not be rated. I don't mind the label, but I regard them as being rated on a par with postal games because they share the same primary features...namely, that time exists for complete negotiations

(Continued on page 24.)

DIPLOMACY



UPDATE

DipCon XV will be held in conjunction with Origins '82 on the Baltimore County Campus of the University of Maryland. General convention information may be obtained by sending a SASE to Origins '82, P.O. Box 15405, Baltimore MD 21220. (Please note that Baltimore City and Baltimore County are different.)

Lodging: Lodging in dorm rooms on campus may be obtained through Atlanticcon, Inc., the sponsoring organization, at the address indicated above. If you intend to stay off-campus and wish the convention rate, make reservations through Eastern Tours, Inc., 1 East Redwood, Baltimore MD 21202, Attn.: Linda Ptacek. In nextish we will be publishing maps provided by Fred Davis showing locations of nearby motels, eating spots, and the Social Security Administration.

Schedule: A less tentative Tentative Schedule has been provided us by Mark Berch.

Friday, 23 July 1982

?? AM: Variant Seminar on Slobbovia*
?? PM: Youngstown Variant Tournament*

Saturday, 24 July 1982

10AM-Noon: Diplomacy Seminar/Panel**
1PM : Assembly for Round I
1:30-11PM: Round I, Dip. Tournament
9:30PM-??: DipCon Society Meeting***

Sunday, 25 July 1982

1AM : Assembly for Round II
9:30AM-3PM: Round II, Dip. Tournament**

Notes:

ORIGINS '82
JULY 23-24-25, 1982

*Details not available at this time. These events to be organized by Glen Taylor.

**This will be a modified panel discussion with audience questions afterward. Membership on the panel will include Mark Berch (editor of DIPLOMACY DIGEST and DipCon Tournament Director), Rod Walker (editor of DIPLOMACY WORLD), Bruce Linsey (editor of VOICE OF DOOM and Custodian of the Novice Project), and Kathy Byrne (prominent player and hostess of the periodic New York Byrne-Cons).

***We anticipate most games in Round I will be over by this time. The meeting, which all Diplomacy hobbyists at the Con are automatically eligible to attend, will select the site for DipCon XVI. MichiCon, site of Origins '83, is the only known bidder at this time. The meeting will also select a Committee of One/Two/Three to organize the DipCon. Time permitting, other business may be considered.

**Mark indicates that an extra half-hour may become available...but don't count on it.

Tournament Scoring: DipCon XV will use the Berch Tournament Scoring System. In this flat points are awarded for a victory (60) or draw (2-way, 46 each; 3-way, 37 each; and so on); however, in the event of a 7-way draw, nobody gets any points.

Bonus points, based on number of supply centers held at the end of the game, will also be awarded. The second round will be seeded. The Tournament will cost \$4.00, by the way; this one fee covers both rounds. Tournament staff will include Mark Berch, Rod Walker, Fred Davis, and Herb Barents. Round I games will pretty much set their own pace; time limits in Round II will be strictly observed. Tournament rules will forbid any kibbitzing by tournament staff. Awards will be: plaques for 1st through 10th places overall, plus "Best Country" certificates awarded separately for each round.

Souvenir Booklet: This is a Dip-Con "first" we hope will become a permanent feature of the Con. The Booklet will be mailed to all persons who played in at least one round of the tournament. Those who sign up but fail to play can have a copy on request. Others may obtain copies at cost (to be announced). The Booklet will be 11-23 pages long. Tentative contents (*=for sure): *Complete tournament results; *All moves for the Round II Top Board game, with commentary; *Summary report of the DipCon Society meeting; Highlights of the Diplomacy Panel/Seminar; *Results of a brief survey conducted among Tournament players; Statistical analysis of Tournament results; *Accounting of expenditure of Tournament fees; *Report on the Variant Tournament; Recollections and anecdotes from DipCon participants; Reprint of an article on a previous convention/tournament; *Listing of potential New Blood from the Tournament survey; Brief coverage of the postal Diplomacy hobby. Mark Berch will edit & publish the Souvenir Booklet.

Tournament Fees: The \$4 fee will be collected by the DipCon Committee. These funds will be allocated as follows: room rental and Con fees; plaques and certificates; souvenir booklet; any miscellaneous expenses. Funds left over after expenses will be donated to hobby service projects on the basis of need. Normally, this would mean such projects as the Boardman Numbers, the U.S. Orphan Service, the Novice Project, the Miller Numbers, and perhaps others.

BIG SPECIAL REQUEST: PLEASE DON'T FORGET TO BRING YOUR DIPLOMACY SET. It is unlikely that sets will be available from any other source, and tournament players' sets will need to be used on a volunteer basis for the tournament. In the past, practice has been to assign the player and his set to the same table, of course.

Contact Points:

ATLANTICON, INC.: General Con info (send SASE). See address, p. 23. Herb Barents, 1142 S. 96th Ave., Zeeland MI 49464. Contact Herb if you represent a host Con that wishes to bid for DipCon XVI in 1983. Also please notify Herb if you plan to introduce Charter amendments or other business after the meeting has selected the 1983 site and elected a new DipCon Committee.

Mark Berch, 492 Naylor Pl., Alexandria VA 22304. Contact Mark if you wish an advance copy of the Tournament player handout (send SASE). You might also inform Mark if you are going to attend the Tournament and will be bringing a game set.

Fred Davis, 1427 Clairidge Ave., Baltimore MD 21207. Contact Fred if you wish a copy of the DipCon Society Charter (send SASE). This is the 1980 amended version.

Rod Walker (address on p. 2). Contact Rod if you wish a copy of DIPLOMACY WORLD 25, which contains the original 1979 version of the Charter plus an article on the history of DipCon. While they last, copies are \$1.50.

THE (telephone) CALL OF THE WILY
(Cont'd from p. 22)

and that negotiations are truly secret.

//However, don't count on cheap negotiations. In most areas, what you find is that some players are in the locality but still must phone long distance. Furthermore, many people now live where local calls run up "message units", so you wind up paying even for those. Not much, granted, and it's still cheaper than the Postal so-called Service. I agree with Dennis overall: Try it, you'll like it.//

MISCELLANY

ABOUT THAT CROSSWORD

We have some good news here and some bad news. The good news is that we have determined that Bill Becker was the author of the original. The bad news is that we have a problem in that a few of the definitions for words were left out lastish. Accordingly, the time for solving the crossword and getting the solution to us is extended through about the 20th of May or so... the first completely accurate solution we get (we have none yet) wins, or the most complete solution we have by the deadline. The prize, remember, is a year's subscription to DW, which you can tack on to your present sub or give as a gift to another person.

Missing are: ACROSS:

- 89. Like Flinn, e.g.
- 91. Is that how they abbreviate it in Innsbruck?
- 93. Admiral Halsey's "little Nip", e.g.

Typo error: DOWN:

- 77. Should refer to "93 across", not "23 across".

WE'RE LATE!

No question about it, this issue of DIPLOMACY WORLD will get into the mail about 2 weeks later than it should. We try to get to our printer by the 1st of the month and usually make it by the 7th. This time, it's the 15th. The reason is that our Sears electric died and it took them about a month to res-urrect it.

THE INTERNATIONAL DIPLOMACY HALL OF FAME

Larry Peery has announced (in XENOGGIC XV.1) that the IDHF has now elected its first 7 inductees. The hobby figures so recognized were Edi Birsan (famous player and past President of the IDA), Walt Buchanan (see article, thish), John Koning (deceased; editor of STab); John McCallum (see article, lastish), Don Miller (editor of DIPLOMANIA & many other 'zines; founder of the Miller Numbers), Hal Naus (editor of ADAG), and Conrad von Metzke (editor of COSTAGUANA, DW, & other 'zines, past ENC, &c.).

THE "MYSTERY MOVE" DIPLOMACY PUZZLE

by Mark L. Berch

It is Spring 1910. The moves for that season include the following:

- Unit A to X
- Unit B to X
- Unit C to X
- Unit D to X.

Space X was vacant in Winter 1909. All four of these moves were done separately in S02, S04, S06, and S08 respectively, and each succeeded at the time. This time all 4 were done in the same season, however, and none of them received any support. The first 3 failed; but the last, Unit D to X, succeeded, and Unit D entered space X. How can such a thing happen?

Assume that the Units are correctly labeled as to whether they are armies or fleets (I have used "Unit" to give you the maximum flexibility in deciding whether to use A or F). Assume that A, B, C, D, and X are all spaces on a standard Diplomacy board in a regular game, and have been correctly spelled. Assume that the same GM has been running the entire game, and that he has used the same standards of GMing throughout. The answer does NOT involve any Rulebook Paradox or Contradiction. Make any assumptions about nationality you wish.

If you believe the result is not possible, say so. If you believe that it is possible, name all the types of circumstances which could produce such a result. In order to be completely correct, you must name all circumstances (if any) which can produce this result, and not name any which cannot produce it. That is, your answer must be free of errors both of omission and commission. Any subscriber to DIPLOMACY WORLD is eligible to enter. Your answer must be received by Mark Berch, 492 Naylor Pl., Alexandria VA 22304, by 20 March 1982. There will be a prize of a 20-issue sub or sub extension to DIPLOMACY DIGEST, my 'zine, which will go to the winner or be divided among those answering correctly. Among those who are wrong, I will give

(Continued on page 26)

(POSTAL GAME OPENINGS -- cont'd from p. 38)

* Dick Martin, 6103 Breezewood Ct., #202, Greenbelt MD 20770; RETALIATION, 4w, Nf \$8 plus sub 80c/issue.

Mark Matuschak, H106 East Campus, Columbia U., New York NY 10027; THE BUZZARD'S BREATH, m, Gf \$3-6 plus sub 10/\$8, s/50c.

R. Montanaro, 2 Lookout Rd., Greenville RI 02828; ('zine name unknown), (freq. unkn.), Gf free, s/??.

* # Daniel Scott Palter, Box 156, Cedarhurst NY 11516; THE PINK DRAGON, m, Gf free, s/free.

* Al Pearson, Box 898, Charles Town WV 25414; JUST AMONG FRIENDS, m, Gf \$5 plus sub 10/\$7, s/20c stamp.

* Larry Peery, P.O. Box 8416, San Diego CA 92102; XENOGOGIC, m, Gf \$15. ('zine is quarterly; game reports are monthly.)

@ Mark Rowell, 389 Beemer Ave., Sunnysvale CA 94086; (no publication), 3w, Gf SASE or SAS postcard per season.

* # Robert Sacks, 4861 Broadway, 5-V, New York NY 10034; HANSARD, m, Gf \$12, s/?? (50c?).

*@ Martin Schaaf, P.O. Box 3151, Fullerton CA 92634; IMBROGLIO, 4-6w, Gf \$15, s/SASE.

Mike Scott, 1726 Cypress Cir., La Verne CA 91750; MIKE'S MAG, 5w, Gf \$5-7, s/?? (try SASE).

* Donald L. Sigwalt, 125 Hebard St., Rochester NY 14605; HOOF & MOUTH, 4w, Gf \$2.50 plus sub 1/45c, s/20c stamp.

*@ Jeff Sloan, 722 Northern Hts. Dr., Rochester MN 55901; conflicts, 3-4w, Gf \$3.50-4 plus sub 1/SASE, s/50c.

*@# John Strain, 1154 Harbor Dr., No. Ft. Myers FL 33903; NO NAME, m, Gf \$2 plus sub 1/25c (5/\$1, 10/\$1.50), s/SASE.

*@# Tom Swider, 1183 Robinson Hill Rd., Endwell NY 13760; EXPLETIVE DELETED, 2w, Gf \$3 plus sub 10/\$3.50, s/35c.

*@ Judy Winsome, 749 21st Ave., Apt. 13, San Francisco CA 94121; WINSOME LOSESOME, m, sub 1/40c (\$5 minimum sub), s/free.

(THE BOHAS OPENING -- cont'd from p. 11)

against him! But England continued to attack, although he did not take Sweden because GER cut his support with F Den-Ska. After WO2, the game underwent a long delay, and when it resumed, the new English player abandoned the attack on Russia, and moved on France...joined in this a short time later by Germany. The game was eventually won in 1917 by England.

These games certainly demonstrate the old adage that no two Diplomacy games are alike--or even similar. So you can draw your own conclusions. The one that I would draw is that the German fleet must be watched very closely. If it moves to Hol in SOL, England should be worried. And if Germany orders F Kie-Den in SOL and then F Den H in FOL, England should probably break off the opening completely.

In most games, England's first victim will be FRA or GER. But if it's going to be Russia, the Bohas Opening should be given careful consideration.

//Mark Berch is the outspoken editor of DIPLOMACY DIGEST (see under the "Hobby Services" section, thish). He also serves as DW's chief Editorial Consultant, which involves a variety of miscellaneous but highly important duties, and also as a member of the DipCon Committee of Three. He will be Tournament Director for the DipCon XV Diplomacy Tournament. A prolific writer and speaker, his name can be seen in dozens of 'zines and his voice can be heard across any given room in any given state of congestion. The irksome thing about Mark is not that he is so often heard, but that he is so often right. As this article shows, he is one of the most original thinkers active in the hobby these days.//

"MYSTERY MOVE" PUZZLE (cont'd from p. 25)

a special 4-issue prize to the most amusing or entertaining answer, if there is one. The name(s) of the winner(s) will appear in D.W. #31.

D. W. DEMO GAME

1980AY

GAMESMASTER: ERIC VERHEIDEN
COMMENTARY: DON DITTER

//Note: Reporting of the game in DIPLOMACY WORLD uses the EREHWON system of notation. See D.W. 29, p. 17, for a complete explanation of annotations.//

SPRING 1908

ENGLAND (Bernard Sampson): F Nrg-Nat, F Nth S A Nwy, F Bar-StP (nc) S by A Nwy.

FRANCE (Bob Sergeant): F Bre-Mid, A Bur-Gas, A Tus-Pie, F Tyn-Lyo, F Wes-Tyn S by F Tun.

GERMANY (Lee Kendter, Sr.): F Den-Bal S by F Swe, A Kie S A Ber, A Mun H S by A Ruh & A Ber (A Ber /d/).

ITALY (Hal Norman): F Mid-Eng.

RUSSIA (Mark Berch): A Fin-Swe, F StP(nc) H S by A Lvn, F Bal-Kie, A Sil-Ber S by A Pru, A Boh-Sil, A Trl-Mun.

TURKEY (Peter Reese): A Ven S F Rom, F Ion-Tyn S by F Rom & F Nap, F Aeg-Ion, A Gre-Alb, A Bul-Rum, F Bla-Con.

Commentary: I hope all the readers see as clearly as I do the important of fleet Bal to the Russian attack on Germany. Russia's Spring 1910 moves guarantee that Berlin falls. It is F Bal that cuts the key support from Kie. Had F Bal been dislodged earlier, Berlin would be part of the German stalemate line. Once again GER/ENG made the inexcusable blunder of not dislodging F Bal. The only good tactical moves are: F Swe-Bal S by F Den, A Nwy-Fin, F Nrg-Nwy S by F Bar. If Sweden were lost (as it would have been with Russia's orders), it can be easily regained in the Fall (--I leave it to the reader to find out how). In fact GER/ENG should try to get Sweden into England's control, as it is highly unlikely that Germany will ever have a home supply center open for a build.

But with the blunder of not taking Bal, Russia should now be able to take

Mun--again the cut of Kiel's support from Bal is the crucial move. Additionally, once Bal falls--StP should also fall after Fin and Bot are dislodged.

In the south, France has begun to set up one of many stalemate possibilities--he will need an additional fleet to set up the Mar-Lyo-Wes-Tun-Spa fleet stalemate line--he is probably hoping A Pie is dislodged off the board (OTB), so he can build F Mar. He could also use help from ITA or ENG--one fleet completes the line--although even with 4 French fleets, Turkey will have to make a lot of right guesses to break through. A 6-way draw is also proposed for Fall 1908 as ENG/FRA try to rectify the Italian situation.

FALL 1908

ENGLAND: F NAT-Mid, F Nth S ITALIAN F Eng-Lon, A Nwy S GERMAN F Swe, F Bar S A Nwy. Owns: Edi, Lpl, ~~Lón~~, Nwy (3). Disband 1.

FRANCE: F Mid-Spa(sc), F Lyo H, F Tun H S by F Wes, A Gas-Bur, A Pie-Trl. Owns: Bre, Mar, Par, Spa, Por, Tun (6). No change.

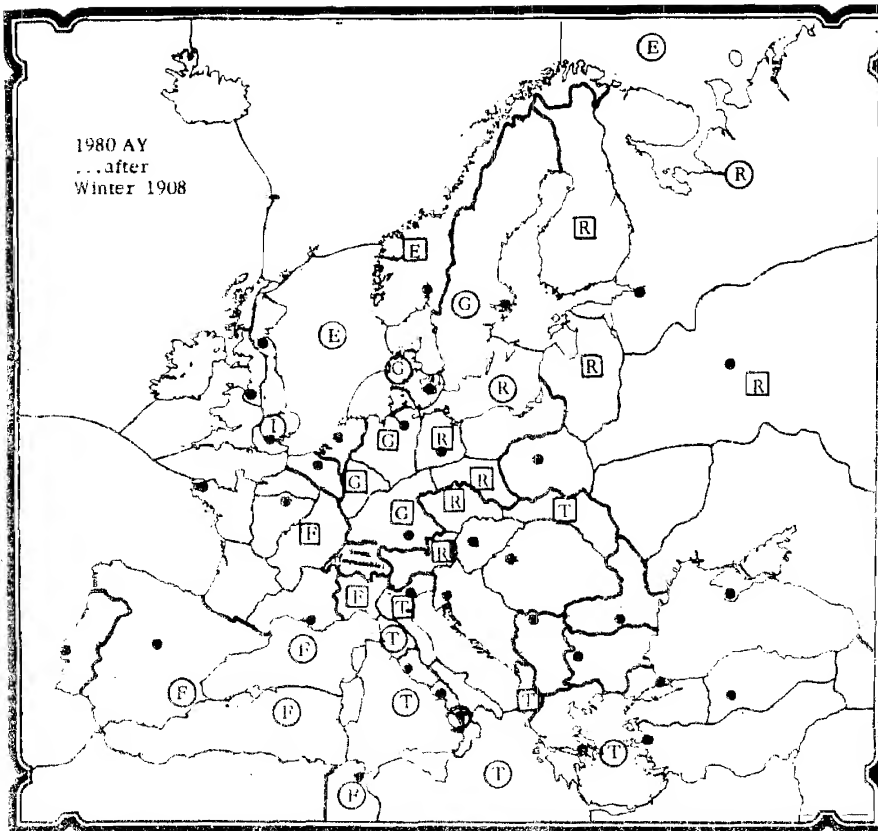
GERMANY: F Swe H, F Den S A Kie, A Kie S A Mun, A Ruh S A Mun, A Mun S A Kie. Owns: ~~Ber~~, Kie, Mun, Hol, Bel, Den, Swe (6). No place to build 1 (1 /d/ in 1908).

ITALY: F Eng-Lon. Owns: Con, Lon (2). No place to build 1.

RUSSIA: F StP(nc) H S by A Lvn, F Bal-Kie S by A Ber, A Fin-Swe, A Pru-Sil, A Sil-Boh, A Trl-Mun. Owns: Mos, St.P, Sev, War, Tri, Bud, Vie, Rum, Ber (9). Build 1.

TURKEY: F Rom-Tus S by A Ven & F Tyn, F Nap & F Ion S F Tyn, A Alb H, A Rum-Gal, F Con-Aeg. Owns: Ank, Smy, Gre, Ser, Ven, Rom, Nap, Bul (8). No change.

Commentary: Again this season ENG/GER are playing very foolishly--I won't harp on their failure to take Bal again, as they have obviously overlooked the importance of that key



space. But there is no reason to have Germany "one short"--no room to build. That build should have been given up to England via F Nth-Bel. The English support of the Italian fleet to London was obviously made to try to woo ITA back to the Western side, but the removal (probably F Mid) will hurt the southern stalemate effort.

In the south France did not get dislodged from Pie as he may have hoped, so it looks as if Turkey should be able to push him back to a Tun-NAF-Wes-Spa-Mar line or a NAF-Wes-Spa-Mar stalemate line -- but again Turkey must make good guesses and his progress will probably be slow.

The RUS/TUR alliance has played as one country for much of the game. Their communication & tactics have been excellent. I am sure that they are a local phone call away from each other has worked to their advantage (lower phone bills if nothing else). But I don't believe the alliance would have been any different had they lived in different states. The RUS/TUR alliance is a very good one and they have played it to its maximum advantage. If ENG/

FRA/GER/ITA had been as communicative and tactically sound as RUS/TUR, the game would have ended long ago in a 6-way draw. The 6-way draw vote this season was defeated--I doubt that RUS/TUR will ever vote for it so long as they are not faced with an impenetrable stalemate line--and ENG/FRA/GER are quickly losing their chance for one, unless Italy comes around and stops harassing them.

WINTER 1908

ENGLAND: D F Mid.
RUSSIA: B A Mos.

Commentary: No surprises here. A Moscow will be used to maintain control of StP, as the Turkish A Gal fills in the Boh/Sil area. Munich should fall to RUS/TUR in 1909 and possibly Kiel in 1910. I'm sure Russia is thinking about ways of breaking through in the north, but so long as progress is being made in Germany, the removals are bound to hurt the ENG/GER defense. The English removal of F Mid hurts the southern stalemate effort, but F Nth will probably be needed to hold Scandinavia for ENG/GER.

SPRING 1909

ENGLAND: F Nth & F Bar S A Nwy, A Nwy S GERMAN F Swe.

FRANCE: A Bur S GERMAN A Mun, F Tun H S by F Wes, F Spa(sc) S F Lyo, A Pie H S by F Lyo (A Pie R-otb).

GERMANY: F Swe H S by F Den, A Ruh S A Kie, A Kie S A Mun, A Mun S A Kie.

ITALY: F Lon-Wal.

RUSSIA: F StP(nc)-Nwy, A Fin-Swe, A Lvn-Kie C by F Bal and S by A Ber, A Mos-Lvn, A Sil-Pru, A Trl S TURKISH F Tus-Pie, A Boh-Mun.

TURKEY: F Tus-Pie S by A Ven, F Tyn-Tus, F Ion-Tyn, A Alb-Gre, F Aeg-Ion, A Gal-Sil, F Nap-Rom.

Commentary: There were some

interesting moves in the Med this season. France is trying very hard to hold Wes, Tun, and Lyo from Turkish fleets. He still no doubt has a notion of replacing A Pie with a F Mar. France has a guess to make, as Turkey has three options with F Tyn:

- (1) Use it to attack Tun.
- (2) Use it to attack Lyo.
- (3) Use it to support an attack on Tun or Lyo, or to cut support of F Wes.

If France decides to guard against (1) and Turkey guesses right and puts three units against Lyo, these are the kinds of right guesses I referred to earlier. RUS/TUR seem to be playing very methodically and carefully. ENG/FRA/GER should use this pattern to try to predict future moves--but as soon as they do RUS/TUR will try something crazy that will work.

In Germany RUS/TUR are setting up to take Mun in the Fall. They can guarantee it: attack from Berlin with 3 supports, F Bal cutting the critical support of A Kie. Another fleet is needed to support Swe or Kie, or GER and RUS will be involved in a guessing game as to which center F Den will have to support.

The Italian fleet continues to be hostile to ENG/FRA/GER. England must use F Nth to retake Lon, as he can't afford to lose both Lon and Lpl. Using F Nth to shadow the Italian fleet ties up a vital unit which is needed to support Swe or Kie. Once again that missing German guild is haunting ENG/GER. If England had taken Bel in Fall 1908, they would be in much better shape now. As it is, GER is one short of a stalemate in the north and France is one short of a stalemate in the south--sooner or later RUS/TUR will guess right and net another supply center, which will further weaken ENG/FRA/GER's position.

FALL 1909

ENGLAND: F Bar S A Nwy, A Nwy S GERMAN F Swe, F Nth Lon. Owns: Ldi, Lpl, Lon, Nwy (3). No change.

FRANCE: A Bur-Mar, F Lyo-Mar (/r/, R-Spa(sc), F Wes-Naf, F Spa (sc)-Wes, F Tun H. Owns: Bre, Mar, Par, Spa, Por, Tun (6). Build 1 (1 /d/ in 1909).

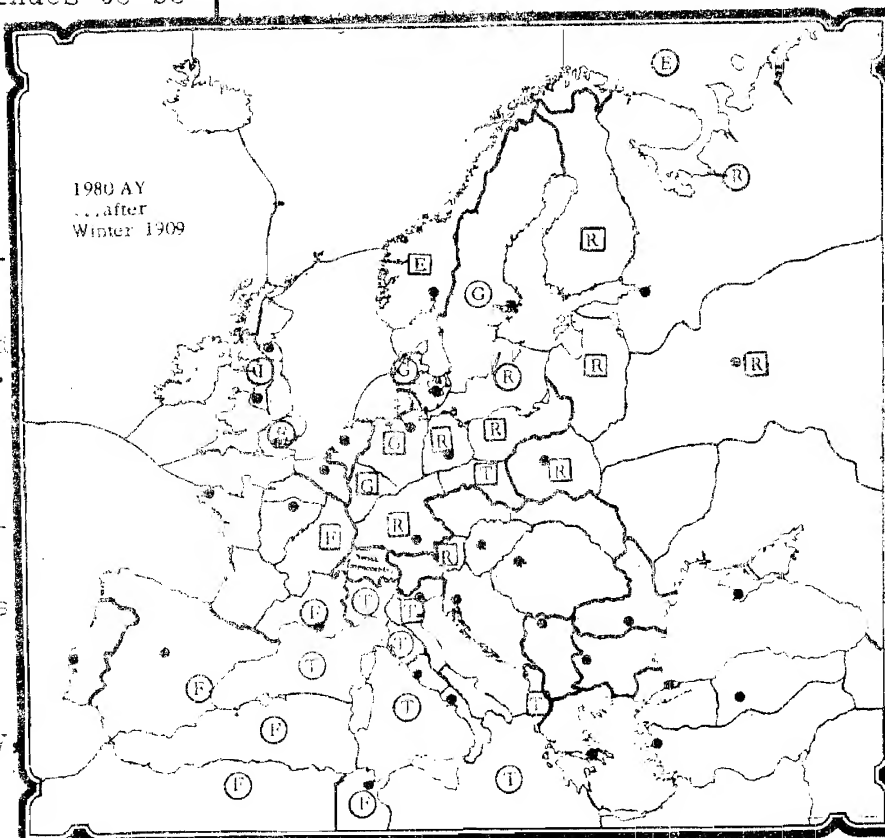
GERMANY: F Swe S ENGLISH A Nwy, F Den S F Swe, A Ruh S A Kie, A Kie S A Mun, A Mun S A Kie /d/. Owns: Kie, Mun, Hol, Bel, Den, Swe (5). No place to build 1 (1 /d/, 1909, 1 short after 1908).

ITALY: F Wal-Lpl. Owns: Con, Ldi, Lpl (2). No place to build 1 (1 short after 1908).

RUSSIA: F StP(nc)-Nwy, A Mos-StP S by A Lvn, A Fin-Swe, A Pru-Kie C by F Bal and S by A Ber, A Boh-Mun A by A Trl. Owns: Mos, StP, Sev, War, Tri, Bud, Vie, Rum, Ber, Mun (10) Build 1.

TURKEY: A Sil S RUSSIAN A Boh /otm/, F Tyn-Lyo S by F Tus & F Pie, F Rom-Tyn, F Ion-Tun, A Ven H, A Gre-Alb. Owns: Ank, Smy, Gre, Ser, Ven, Rom, Nap, Bul (8). No change.

Commentary: This is not one of the best games I've seen Lee Kendter play. The tactical errors he is making are not characteristic of his style of play. The moves that should



have been made by GER/ENG were: F Bar-StP(nc), A Nwy-Fin, F Swe-Fin, F Den-Bal, A Mun-Bur S by A Kie, A Ruh-Hol. I encourage all readers to set up this position and see why those moves are superior. First, they guarantee that Swe, Kie, and Nwy remain in ENG/GER hands. Sure, Munich will fall, but there's probably no way of preventing that--certainly the German actual orders didn't prevent it. Lee's goal was the same as mine: preserve Kie, Swe, & Nwy. But look at the benefit of my orders: A Ruh-Hol leaves Ruh as a retreat space for A Mun!! Then, instead of playing one short, Germany would be even and have established an impenetrable stalemate line with English A Nwy & F Bar and French A Bur--then the only way Russia can make any further progress is with Italy's help. But now Germany is still playing one short and must outguess Russia to maintain his position. I expect to get all kinds of letters if my analysis is wrong, and I expect Lee will be the first to write.

In the south, France gambled and caught Turkey by surprise with his removal (retreat otb in Spring), but unfortunately the loss of Lyo means France will need 6 units to form a stalemate line with Tunis or 5 units without Tunis; either way, he is still one short. France also gambled this season in shifting his forces to prepare for the loss of Lyo. Turkey guessed wrong in the sense that F Ion-Tun S by F Tyn would have left France in much worse shape. Oh, well, at least we have established that Turkey is not psychic.

WINTER 1909

FRANCE: B F Mar.
RUSSIA: B A War.

Commentary: The game has boiled down to a guessing game on both fronts. In each case, ENG/FRA/GER are one unit short of a stalemate line. In the north F Ska, Hel, or Hol is needed; in the south F Mid is needed. I'm sure the reader can verify both stalemate lines. Ironically, there are two units playing around in England that would complete both lines. Unfortunately, one of these is unfriendly--were it not for that Italian fleet a stalemate line

would exist now on both fronts. Oh, yes; there is a third available unit --the one which Germany is short.

The draw vote has again been defeated, no doubt by RUS/TUR. Italy can still change his mind and reinforce the ENG/FRA/GER line, but I doubt that he will and I predict he will assist RUS/TUR break through the Western defenses. RUS/TUR's progress will be slow, but they will make progress. My prediction--a RUS/TUR 17-17 draw or a Turkish win. I believe Turkish gains in the south will come faster and sooner than Russian gains in the north, which will mean that Turkey will have the upper hand in any race to a win.

ARE YOU NEW?

If you are new to postal play, you'll want to check out SUPERNOVA, the package for postal "novice" players. This is \$1.00 from Bruce Linsey, 24A Quarry Dr., Albany NY 12205. SUPERNOVA contains a wide range of short articles by experienced members of the hobby on postal play in all of its aspects. This 35-page booklet is not only an excellent introduction to the postal hobby, it is also a fund of information on the game in general.

Players in Canada will be glad to know that the Canadian Diplomacy Organization offers a similar service. Contact Nick Russon, Box 403, Station A, Mississauga, Ontario L5A 3A2 for a copy of CEPHEIDS, the CDO "novice" publication.

(The CDO, by the way, is an informal organization which provides basic hobby services in Canada, although its membership and custodians are not always Canadian. For further information, contact the CDO Coordinator, Ronald J. Brown, RR #1, Low, Prov. Quebec JOX 2C0.)

Persons new to the hobby may also wish to check out the ZINE DIRECTORY, published by Mike Mills... see p. 35, item F.

Another good publication for newcomers is DIPLOMACY DIGEST, published by Mark Berch...see p. 39, middle of 2nd column under "Hobby Reprint Service". DD also prints hobby news and other materials of interest.

the bloated mailbox

//DIPLOMACY WORLD welcomes your letters of comment; a lively LoC column is a big plus in any 'zine. However, the Editor reserves the right to edit LoCs, just as he does articles. Please be sure your LoCs are clearly labeled "Letter to the Editor" and clearly distinguished from personal letters, bomb threats, proposals of marriage, and the other usual things we get around here. The Editor does not guarantee to print every LoC he gets, and does print excerpts from letters not so labeled if he feels the comments will be of interest to the general reader. Although by-lined, LoCs are not paid for (as are articles). The Editor's decision to print any letter, or parts of any letter, is final. The Editor's comments appear after the letter and are set off by double slashes.//

Dear Rod,

After reading DW #29, I felt it necessary to write and tell you what a fine job you are doing. DW is looking better than it ever did. I really enjoyed the cover; brings back such fond memories.

However, my favorite part was "John A. McCallum, Profile of the Past". Doug Beyerlein did a terrific job and I hope that he can be persuaded to do quite a few more. I'd especially like to see ones on Walt Buchanan and Edi Birsan.

Anyway, pat yourself on the back and then tell your staff "job well done". I look forward to the next issue.....Kathy Byrne.....

//I tried, Kathy...but my arm broke. I do have an excellent staff, which I inherited from Jerry, and they are a huge help to me. A little praise from our friends never hurts, either.

//Yes, Doug's article was a fine job. You'll be happy to know that he plans a whole series. You'll be even happier to know that the article on Walt Buchanan is already in my file. It will be in this issue or next, depending on space.//

Rod,

DW #29 was excellent! Thanks for the plug for CR. A number of DW readers have written.....Doug Beyerlein.....

//Thanks for your kind words, Doug. "CR" is CALIFORNIA REPORTS, a Dipzine specializing in discussions of application of computers to Diplomacy. Interested parties should contact Doug at 640 College Ave., Menlo Park CA 94025.//

Dear Rod:

The crossword puzzle alone was worth the subscription price. Keep up the good work!.....Steven J. Hutton.....

//I rather liked it. Unfortunately, there are a couple of problems with it, on which see elsewhere in this. And thanks for writing to let us know you liked it. Responses like yours let us know what readers might like to see in the future.//

Dear Mr. Walker:

I like the magazine. It's a good product for the money and very informative. Keep up the good work.....Jim Finley.....

Dear Rod,

On Berch's letter on convoys: I have to agree with Mark on his ruling in situation A. Mark did a good job of presenting the problem.

Are you going to GenCon or Origins? If so, I hope to meet you there.....Eric Kane.....

//Mark did his usual thorough and creative job. I should emphasize that while I disagree with most of Mark's conclusions about convoys, that is not by way of saying he is wrong. The question can be argued more than one way, and I just happen to go in a different direction than he does. The convoy questions are sufficiently complex that I am anxious to see all angles argued in these pages.

//I will be at Origins, yes.

That is DipCon XV, of course; on which see elsewhere this. I have heard that GenCon East has suddenly gone belly-up; but the source is not a reliable one, so we'll have to see.//

Rod--

You bet I'll re-subscribe. Now that DW is coming regularly I can't let my sub run out. Thanks for the fine work. I especially enjoy articles on tactics and strategy, and the variants articles.....
.....Jack Fleming.....

//Thanks, Jack. We try, of course, to keep a good "mix" of material in DW. Regularity is a big thing with me and DW has the #1 priority of all my publications. This, alas, will be a tad late because my typewriter got sick and spent more than 4 weeks(!!) in the shop. I assure you that this sort of delay is not acceptable to me and I will make every effort to see it does not happen again.//

Rod;

I received issue #29 today, warming up my minus 37 degree Celcius dayThe article, "The Russian Frolic", was especially timely. The convoy rules articles could prove of use as I am known for convoying an army at the drop of a hat. I must, however, reserve my highest praise for David Ez-zio's excellent article. I plan to show this to some of my opponents whose idea of a good game is to play "random rabbit" and stab a new country every season.....
.....Dennis Duncan.....

//And thank you for your article, Dennis. Your letter and the others I've printed show that praise for various sections of the 'zine were pretty evenly spread about. In fact, after this last issue, we got quite a few nice comments, of which these are representative samples. In fact, we got only one negative comment on the issue, from Elmer Hinton, who said, "I dislike it intensely." He said something similar about the last issue, but keeps refusing to tell me why. I will repeat for everyone's benefit that constructive criticism is always welcome here. Nitpicking nastiness I can do without, but anything designed to help us get

better is always welcome. I don't guarantee to make changes which are recommended because of editorial imperatives inherent in this sort of 'zine or in my editorial conception of it, but I do guarantee to give full consideration to all suggestions and recommendations. Many people do not know that our severest and most constant critic is Mark Berch, and he has maybe a 30% success rate in getting me to change things. It is my intention to go back to Conrad von Metzke's old technique of sending out reader response forms, so that we can have a better measure of what people do and don't like.//

Dear Rod,

In DW 28 I had an article suggesting several ways of keeping a sensitive game-letter from being remailed. Since then I have run across another method, which is quite versatile. Write your sensitive letter on other than your usual writing paper, and compose it in a different writing style. Don't use your own typewriter, or have a friend write it out in longhand. And don't sign it. Such a letter will be practically impossible to pass, because it will be so difficult for the would-be passer to persuade anyone that this is actually your letter. It will seem like a very crude forgery. The one problem would be that the person you're sending it to might think it's not really from you. But that can be avoided by including in the same envelope a letter which clearly does come from you. This should be an ordinary, general letter, so that all this is really coming from you. The one drawback to this plan is that it will be obvious why you are doing such a thing -- there's nothing subtle about the method. But it should work. This suggestion comes from Richard Hucknall who published it 3 years ago in FALL OF EAGLES.

In DW 29, middle of column 2 on p.16, there is a typo. It should say, "...move the army from Yor to Bel" (not "...to Lon").

With regard to your comments on p. 35 on how Charles Reinsel got the numbering for his BIG BROTHER up so

high: he's not the only one to give a new issue number for each sheet (i.e., a single season of a single game). This has been done by others (e.g., THE LONER, NARSIL), though probably not for that purpose. According to archivist Walt Buchanan, Reinsel had a different technique to boost his issue numbers. He went back and renumbered all the 'zines he had published in comic book fandom as BIG BROTHERS --adding hundreds. The vanity of us publishers knows no bounds!

In your "overall" scoring system you assign values to various outcomes, values which you describe as "more-or-less arbitrary" and "generous". The word I'd use is "inexplicable". You give, for example, 3 points for coming in 5th and 3 points for being in a 5-way draw. That is, if a country is the fifth-strongest, it gets 3 points regardless of whether it is part of a draw or merely one of the losers in a game won by another. That to me bears no resemblance to how people actually plan Diplomacy postally. My guess is that at least 90% of the players would rank being in a 5-way draw as significantly ahead of finishing in 5th place to someone's win. And I see you also give 3 points for being the 5th person eliminated. To give the same number of points to a person or country eliminated as to one who has drawn is inexplicable. The main effect of giving so many points to those who have lost or even been eliminated is the tremendous dilution of the value of the win. The countries with the first and second most wins land up 4th and last respectively in the overall count.

And, to close on a completely trivial note, the "(sic)" should not have been inserted into my S06 orders in 1980AY. The piece was not misordered, nor did the GM mistranscribe it.
.....Mark Berch.....

//On sensitive letters: The new method you mention sounds good. I see no problem in signalling another player, "I want to work with you, but I don't trust you." One has to respect the thinking player who considers all the angles. He will make a good, but

dangerous, ally. The signal of lack of trust may work to your benefit, in that the other guy will be more circumspect and careful in how he handles you and think twice before stabbing you.

//That wasn't a typo in your article: I changed "Lon" to "Bel" because I honestly felt (and I still do) that your discussion of compound paradoxes arising works better with the orders that way. However, readers should try the situation described both ways. I did think, Mark, that you meant "Bel"; sorry.

//Reinsel...sigh....

//In the Overall system, the raw stats are there, so people can assign any point values they wish and recalculate the results. I would of course be very anxious to see what people come up with, so if you recalculate the results, please send me a copy of your point system and the final tabulation.

//I do agree, though, Mark, that my point system is a little more arbitrary than I had intended. The problem arises by starting too low, with 10 points for a win. I am redoing the system, starting with 20 for a win. I actually have the scale done, but won't print it here. It will appear with the first results of a player rating system I am putting together during odd moments of spare time. I don't expect to see anything concrete until next issue at the earliest.

//The "(sic)" was properly inserted, in my opinion. The order, in the context of the season, looks like a possible disorder or mistranscription; the "(sic)" (Latin for "thus") is there to show that the order was what the player intended and was transcribed correctly. I realize that there are publishers who like nothing better than the nasty habit of needling a person's writing by inserting sic to call attention to a presumed error...John Boardman of GRAUSTARK, for instance...I used to do the same thing myself in LREHWON. But it's not really very nice and I've given up the habit. But sic can also indicate that something is correct, too, as in this case.//

NEWS & REVIEWS

//This is DW's regular section for hobby news, reviews of hobby publications, and such-like. We will print anything here which should be of interest to our readership.

//All notices in this section represent the personal opinions of our reviewers or information relayed to us by our correspondents. They do not necessarily reflect any official attitude on the part of DIPLOMACY WORLD, nor does DW accept responsibility for insuring unerring accuracy of news items submitted to us by others. We will naturally not print knowingly any false or misleading information, but something might slip by. Reviews and news items are annotated with the initials of the individuals responsible. (BB, Bill Becker; DB, Doug Beyerlein; KB, Konrad Baumeister; JC, John Caruso; FD, Fred Davis; BH, Bill Highfield; BL, BruX Linsey; RL, Rob Landeros; MM, Mike Mills; SM, Scott Marley; GO, Glenn Overby; LP, Larry Peery; RW, Rod Walker.)

//Any active editor who wishes us to review his 'zine should send us his five most recent consecutive issues for review. Since reviews of established 'zines are on a space-available basis, it would probably be best to inquire first before sending copies. Anyone wishing to send us a review of one or more 'zines is welcome to do so...keep it short and to the point.

//News items should be current. If they involve future events, see our colophon (p. 2) for information on deadlines and dates.//

a The big news this is that your kindly non-playing Editor was finally tricked into his first FTF game in nearly a decade. This was at the first PeeryCon in San Diego at Larry Peery's place the night of 5 March. We had two boards...and the 2nd only had 6 players even with one person playing in both games. So I agreed to play, and drew (oy) Germany. I had just typed Mark Berch's article, so you know what sort of opening I suggested to England (Mike Maston). He bought it, and we got a Western Triple Alliance with France

(John Weate). The blitz against Russia worked just as advertized. Keith Sherwood has begged me not to reveal who the Russian player was. The East bogged down in a 4-way battle royal that saw Russia commit 3 units to the south in 1901 (yay-yay!). The opening worked perfectly and even though Russia got 2 builds (Rum and Bud), he still put both in the south and we walked into the north. France did not move as aggressively into the south as should have been, and eventually the game resolved into an agreed 4-way draw (with 3 survivors; there were no eliminations) at the end of Spring 1904. Larry plans to publish the orders for this and the other game, time permitting. ...RW

b Larry Peery is getting ready to begin publishing the BLACK AND BLUE DIRECTORY. This will be a listing of all players, publishers, cons, services, and other Diplomacy information for the State of California. If you are a Californian engaged in Diplomacy activity, or know of someone who is, and you have not yet heard of Larry Peery, write him @ Box 8416, San Diego CA 92102. Also write Larry for further info on the DIRECTORY (such as, when, how much, and like that). ...LP

c KalamazooCon III will be held Saturday 17 April 1982, from 9am to 10pm. A Diplomacy tournament will be at 1pm, entry fee \$2; at the West Main Mall. There may be a prize. For further info, contact Bill Becker, 810 Turwill, Kalamazoo MI 49007; (616) 349-6937. ...BB

d We are told that Rich Kovalcik has definitely folded TETRACUSPID. He is working with the USOS on placement of games and will be forwarding gamefee and sub monies. Anyone in a TETRACUSPID game should contact the USOS if you've not heard from them. See the "Hobby Services" section....KB

e In an unusual (for this hobby, but not for him) act of concern

and generosity, Bruce Linsey has transferred \$40 from funds supporting his Novice Project to the USOS, which was in need of cash for expenses. The USOS had last summer waived about \$105 which had been offered them from the money raised at GenCon East, so that the funds could be sent to Linsey to cover the Novice Packet's heavy initial expenses. This kind of spirit of co-operation (USOS waiving the money and the NP donating part of it back when a need arose) is what we need more of in the hobby. ...RW

f The ZINE DIRECTORY for 1982 is in the process of being completed. Michael Mills, 47 Mayer Dr., Suffern NY 10901 has sent out info forms to all publishers and has urged that they be completed and sent back. DW certainly wants to second that urging. The ZD is a valuable reference, listing all Diplomacy publications here and abroad, including publisher's name/address, sub/game fees, brief description, and so on. It's essential that Mike have complete and accurate info. The cost of this year's ZD is \$.75, and it's well worth more. Mike announces that he will also accept paid ads, and will send a circular for his rates if you are interested. And don't forget to send Mike the six bits for your copy of ZINE DIRECTORY 82. ...MM

g Attention Northwestern Dippers: Rob Landeros, 7605 Boston Harbor Rd., Olympia WA 98506, is trying to contact all Diplomacy players in the Northwest (Washington, Oregon, Idaho, and maybe northern California), particularly with a view to organizing PFR get-togethers and regional cons. We sent Ron a list of everyone we knew of in Washington State, but he would like to hear from anyone in the Northwest area. ...RL

h Another area organization is the Rochester Area Diplomacy Players' Organization (RADPO). This group has 24-20 members at present and conducts telephone, face-to-face, and postal Diplomacy games. Anyone interested should contact Bill Highfield, 2012 E. Ridge Rd., Rochester NY 14622; (716) 266-7200.BH

i OTHER UPCOMING CONS. These were listed in WHITESTONIA and appear perhaps to have Diplomacy tournaments.

30 May 1982: MIGS III, Kitchener-Waterloo Regional Police Assn. Recreation Center, Ontario. No fee. Contact Les Scanlon, 473 Upper Wentworth St., Hamilton, Ontario L9A 4T6.

10-13 June 1982: MichiCon XI, Cobo Hall, Detroit. Contact MDG, 2616 Kentucky, Troy MI 48098.

24-27 June 1982: GenCon East 82, Rickshaw & Holiday Inns, Cherry Hill NJ. As indicated elsewhere, a not-too-reliable source claims this Con has folded. Whatever; contact P.O. Box 139, Middletown NJ 07748.

23-25 July 1982: DipCon XV, with Origins 82, Baltimore MD. See elsewhere thish.

...JC

j JIHAD is returning after a long hiatus caused primarily by the severity of the winter weather and other problems which occur in real life. Glenn Overby, 23096 Tawas, Hazel Park MI 48030, has announced that JIHAD is not dead, merely sleeping, and is about to wake up. If you are a JIHAD player and for some reason have not heard from Glenn, please contact him immediately. ...GC

k THE GAMES EXCHANGE is the name of an excellent but highly irregular publication put out by Scott Marley, 12682 Swidler Pl., Santa Ana CA 92705. It is a newsletter for game collectors which primarily lists want ads by people buying and selling games. It is sent free of charge...just ask...and it also charges nothing for listing your wants/offers. Donations are accepted, but the 'zine is not on a subscription basis. ...SM

l CALIFORNIA REPORTS ##23 & 23 are out, and if you are at all interested in home computers...especially in their application to Diplomacy...you should be getting this. Subscriptions are 1 SASE (9" letter envelope) per issue. CF will be a forum for people to use in comparing different kinds of home computers, as well as discussing how to use them for purposes of the game. Good deal! ...RW

m THE WOOD BLOCK CONTROVERSY continues to perk right along. Fred Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207, is more or less spearheading a complete investigation of the problem, with an eye toward identifying possible sources of wooden blocks for those that wish them. He has been sending out a lot of information piecemeal about sources for painted and unpainted blocks, really fancy sets with tanks and dreadnaughts, and so on, and plans a definitive report on the subject before DipCon XV. If you know of any sources of actual Diplomacy wood blocks, or of amateur-produced substitutes, please contact Fred. Once Fred has his report ready, part or all of it will appear here. Fred also plans to have at least some samples of alternatives to the little plastic pieces with him at DipCon XV. ...FD

n Have you seen THE ZINE OF LISTS? Why not? This clever collection by Al Pearson, Box 893, Charles Town WV 25414 sells for a buck, as I recall. It is a Diplomacy take-off on the Book of Lists and features such things as the 10 Most Influential Irishmen in Diplomacy, 10 Best Vacation Spots for Diplomacy Players, 10½ Best Diplomacy Variants, The Ten Most Obnoxious Yankees, 15 Best Songs to Play Diplomacy By, and other things to mentionable to enumerate. And Al is working on a 2nd volume; he has received a ream of lists from me, including a list of Diplomacy Saints, Astrological Signs of the Great Powers, 10 Best Diplomacy Players of All Time, and other things utterly unmentionable. Buy a copy and/or send Al your Diplomacy lists. ...RW

O NEW 'ZINES are not exactly bustin' out all over these days, but we have seen a few.

1. IMBROGLIO, Martin Schaaf, P.O. Box 3252, Fullerton CA 92634. The issue I have is in the nature of a flyer announcing the 'zine, so it's hard to tell what the actual publication will be like. Will run games of Diplomacy (which allow spies), Supernova, and a variant called "Worldwide Dip." that I've not yet seen. Gamefee is \$15 if you join before 1906; \$7 after 1905.

2. CONFLICT, Jeff Sloan, 722 Northern Hts. Dr., Rochester MI 55901. I have seen only #1, which is introductory. An earlier announcement said this was to be named ARAGORN, but as you can see plans have changed. The first issue is digest-sized; good printing, but Jeff can't draw much better (a little, though) than I can. Gamefee is \$3.50 to \$4 plus 1 SASE per issue. Sample is \$.50. Will carry Diplomacy and a variant I've not seen yet, All Out War.

3. WINSOME LOSESOME, Judy Winsome, 749 21st Ave., Apt. 3, San Francisco CA 94121. WL #3 is already out. I predict that when the results are in on the Class of '82, WL will be a strong contender for pick of the litter. This is a beautifully typed and printed full-sheet 'zine with a very creative editor. Considering the general literary level of most 'zines these days, one is amazed to find that Judy can not only write a decent English sentence, she can do so with clarity and charm. It has been observed in many quarters (myself, John Michalski, Scott Marley) that this 'zine looks and feels like the product of a longtime Dipper. I say it smells like the early 70s. I wrote Judy to ask if "she" were in fact Edi Birsan, which she denied in WL 3. I am not entirely convinced. One of the side benefits of getting this 'zine will be trying to figure out who the editor really is. Gamefee is a sub only...\$.20 plus postage. A sample is \$.40. ...RW

P THE DRAGON AND THE LAMB, Steve McLendon, Box 57066, Webster TX 77598. Subs are 10/\$6. Gamefee is \$3.50 plus sub plus NMR deposit (refundable) of \$2.50. D&L is a well-run and established 'zine. The games are run using an A computer, which I suppose means that if there are going to be any adjudication errors, they will be monstrous (you all know how computers are!). Seriously, I'm not sure whether Steve has ironed out all the bugs yet, but the games seem to be progressing quite smoothly. Steve works for NASA and writes quite a bit about our space program,

which I find very interesting. He also discusses his other gaming interests and politics to some extent. There are articles and occasional editorials, and a small-to-medium sized letter column with Mark Berch as the most prolific contributor. The 'zine is published in digest format. ...BL

// "Digest", in case the term is unfamiliar, is 5½x8½, a little smaller than D.W. (which is 7x8½). I do not see D&L all the time, but issues I have seen are always interesting, and clear. ...RW//

q There are quite a few Dippers in the Great Neck NY area. At least one 'zine has been generated by all that interest, ANDUIN (Eric Kane, 109 Hicks Ln., Great Neck NY 11024). Subs are 10/\$6, but with discounts if you sub to greater numbers of issues. The 'zine carries regular and variant Dip games plus Kingmaker thus far. There are game openings @ \$2 plus sub plus a refundable \$3 NMR fee (refundable if you don't miss any deadlines). There is an active letter column and often other material...ANDUIN 7, for instance, published a new variant set in Africa. This is a new but enthusiastic 'zine, and Eric is interested in having more standby players. The 'zine is digest size, reduced print. ...RW

r Good things come out of Memphis. The Walker family, for instance; but that's another story. More recently we have EUROPA EXPRESS (Gary Coughlan, 4614 Martha Cole Ln., Memphis TN 38118). This huge digest-sized 'zine typically runs over 30 pages of reduced print. This is definitely a reader's 'zine, with a gigantic LoC section, reams of press, articles, and the usual hobby looniness, all conducted with considerable style and panache by the editor. Subs are 10/\$6 in the U.S., Can\$7 in Canada (cash, no checks), and US\$10 in Europe. For kibitzers, maps are published with the games. Every issue (the 'zine is now a year old) has been interesting and worth getting. No back issues are available, alas. There are many unique ...good... things about E.E. and we recommend you try it. ...RW

S Eric Ozog and friends are organizing a ChicagoCon, a Diplomacy (& other wargames) fest for Midwesterners. The site is Chicago, and an attempt will be made to provide housing for people from out of town with Chicago gamers. The Con will be held at an as-yet undetermined date in May or April. For details on this and perhaps future ChicagoCons, contact Eric Ozog, 1526 N. Lawler Ave., Chicago IL 60651. ...RW

t If you are at all interested in what people have been doing, saying, and writing in the hobby over the years, you will be very interested in DIPLOMACY DIGEST (Mark Berch, 492 Naylor Pl., Alexandria VA 22304). Subs are 10/\$3.50 (\$4 in Europe). This established and valuable publication reprints articles and other material from the Editor's large library of Dipzines. Original material, such as Mark's tournament recordings, hobby personality interviews, and so on, are also printed. Many issues concentrate on a single theme...DD #55, for instance, had a lot of interesting reprints on losing. DW has strongly recommended DD for a number of years, and we still regard it as one of the finest publications in the hobby. ...RW

U THE DOGS OF WAR is a Dipzine in very much the old (late 60s, early 70s) style. It is mimeo-printed on softish green paper, full sheet size (8½x11). It contains well-run games, articles, hobby news, press, and a large dollop of congeniality. Subs are 10/\$4 from John Daly, Rt 2, Box 136-M5, Rockwell NC 28138. There are no game openings at the moment. You may also see (at least in some previous issues) articles on food by a certain west coast writer whose initials are ...RW

V PELLENNORATH #5 is out. This fantasy fanzine covers the subject of fictional geography. Issue #5 covers the romantic novels of the early 20th Century for which various Dipzines were named...Graustark and all that. \$1 from Rod Walker, 1273 Crest Dr., Encinitas CA 92024. ...RW

POSTAL GAME OPENINGS

in North America

This listing is compiled from the February and March (19 and 20) of PONTEVEDRIA. This publication is edited and published monthly by Rod Walker, and lists all postal game openings known to us for Diplomacy, Diplomacy variants, and strategic multiplayer games similar to Diplomacy. The current issue of PONTEVEDRIA is always available from us for a SASE (stamped, self-addressed envelope.) Anyone having game openings should write us with full information. The data in this list is condensed from the fuller information in PONTEVEDRIA.

DIPLOMACY WORLD does not itself offer postal Diplomacy games (other than our invitational Demonstration game). The listings below do not constitute an endorsement of any GM or publication. DIPLOMACY WORLD assumes no liability with respect to any game, GM, or publication. These are amateur 'zines, subject to all the uncertainties of the breed, and prospective players are advised to exercise due caution.

A good method of checking out a 'zine you may wish to play in is to order a sample copy or two. Normally publishers have back issues to send. A good way to become involved in postal play with minimum risk is to become a "stand-by" player, waiting for vacancies in ongoing games due to resignations or dropouts. Usually standby and replacement players are only asked to keep a current subscription.

HOW TO USE THIS LIST: Entries are alphabetical by GM name. A typical entry shows: Name, address; 'ZINE NAME, frequency, cost to play, cost of a sample issue. Frequency is shown as: m, monthly; nw, number of weeks between issues. Costs are shown as: Gf, game-fee; Nf, NMR fee (refundable is player does not miss deadlines); Dep, other refundable deposit; sub, subscription rate. Sample cost is indicated by the symbol s/. Games offered are shown by symbol only: *, regular Diplomacy; @, variant Diplomacy; #, non-Diplomacy strategic multi-player games.

* Steve Arnawoodian, 602 Hemlock Circle, Lansdale PA 19446; COAT OF ARMS, 4w, Gf \$3, s/??.

*@ Herb Barents, 1142 S. 96th Ave., Zeeland MI 49464; BOAST, 3w, Gf \$3 plus sub 13/4, s/SASE.

* John Boardman, 234 E. 19th St.,

Brooklyn NY 11226; GRAUSTARK, 3w, Gf \$15, s/??.

* # Jim Bumpas, 1405 W. 26th Ave., Eugene OR 97405; LIBERFERREAN, 2/m, Gf \$3 plus sub 10/\$5, s/SASE.

@ Fred C. Davis, Jr., 1427 Clairidge Rd., Baltimore MD 21207; BUSH-WACKER, m, Gf \$7, s/SASE.

* Greg Fritz, 6777 Doriana St., #34, San Diego CA 92139; DAMN THE TORPEDOS, m, Gf sub only to THE SCHEMER (Steven Duke, Rt. 3, Fairfield Pike, Shelbyville TN 37160) 12/\$4.75, s/2 20c stamps.

* # Elizabeth R. & Guy R. Hail, 1103 -B Lorrain St., Austin TX 78703; THE GREAT WAR IN MODERN MEMORY, 2w, Gf \$6 -10, s/20c stamp.

@ Scott Hanson, 701 SE 15th Ave., Minneapolis MN 55414; IRKSOME!, 4w, Gf sub 24c/page plus postage (47-65c /issue), s/2 20c stamps.

* Steve Heinowski, 12034 Pyle, Oberlin OH 44074; TER-RAN, 4w, Gf \$3 plus sub 3/\$1, s/20c stamp.

* # Lu Henry, 6056 Waverly, Dearborn Heights MI 48127; TACKY, m, Nf \$3-5 plus sub 10c/issue plus postage (20-27c), s/free.

* Ray Heuer, 162-10 87th Rd., Jamaica NY 11432; CARN DUM, m, Nf \$1 plus sub SASE/issue. Not currently publishing, plans to run games by carbon copy; inquire.)

*@# Eric Kane, 109 Hicks Ln., Great Neck NY 11024; ANDUIN, m, Gf \$2 plus Nf \$3 plus sub 9/\$5, s/20c stamp.

*@ Bruce Linsey, 24A Quarry Dr., Albany NY 12205; THE VOICE OF DOOM, 4w (or more frequently), Gf \$3 plus Nf \$3 plus sub 20/\$11, s/SASE (37c).

(Continued on page 26.)

Hobby Services

(A PARTIAL LIST)

It is our policy that our readers, and Diplomacy players in general, should be well acquainted with the services available to them. Before I became Editor of DW, I had started to publish a 'zine called ZIMIAMVIA which would list this information and which would be distributed to many of the hobby's 'zines for reprinting. ZIM is now replaced by a regular listing in D.W.

We urge you to take advantage of the services and general information sources listed here. They exist for your benefit. If you have trouble locating something you need, please send a SASE (self-addressed stamped envelope) with your inquiry to DIPLOMACY WORLD and we'll see if we can't locate it for you.

BOARDMAN NUMBER CUSTODIAN. Don Ditter, 910 Hope St., #12A, Stamford CT 06907. Assigns Boardman Numbers to new regular games in North America. Reports game statistics on completed games. Publishes BNCzine through Bern Sampson, 123 6th St., Middlesex NJ 08846, to whom subscriptions should be sent (3c/page plus postage; send \$5 to establish sub). If you have information about any game which might make its regular status questionable in the opinion of anyone compiling a rating system, please contact Don.

ORPHAN GAMES: THE UNITED STATES ORPHAN SERVICE. If your postal Diplomacy game has been abandoned by your GM, or is being mishandled in such a way that it amounts to abandonment, contact the USOS, which helps players find new homes for their abandoned games. The USOS has two co-directors: John Daly, Rt. 2, Box 136-M5, Rockwell NC 28138. And Kathy Byrne, 160-02 43rd Ave. (2nd Floor), Flushing NY 11358.

In Canada, orphans are placed by the CDO (Canadian Diplomacy Organization). Head of the CDO Orphan Service is in the U.S.: Andy Lischett, 3025 N. Davlin Ct., Chicago IL 60618

OMBUDSMAN SERVICES. An Ombudsman is a disinterested party whose services can be called upon in the resolution of disputes. Players and GMs

who are having that sort of problem should contact one of the available Ombudsmen for assistance. There are two known to us. One is elected by the NADF (North American Diplomacy Federation, a nonpolitical association of project Custodians). The other, by the CDO (Canadian Diplomacy Organization, a nonpolitical association of Canadian GMs). Both are Canadians. The NADF Ombudsman is Randolph Smyth, 212 SE Aberdeen St., Medicine Hat, Alberta, CANADA T1A 0R1. The CDO Ombudsman has recently resigned and an election is being held to replace him. Randolph Smyth may be elected to that post as well.

HOBBY REPRINT SERVICE. The published literature on Diplomacy is vast. Most of it is out of print. Mark Berch, 492 Naylor Pl., Alexandria VA 22304, publishes DIPLOMACY DIGEST, whose primary purpose is to publish the older, but still valuable or interesting, material and make it available to everyone. Subscriptions to D.D. are \$3.50 for 10 issues. Because of his long experience and wide knowledge, Mark is also on occasion asked to serve as mediator or ombudsman in particular disputes.

MILLER NUMBER CUSTODIAN. John Leeder, 121 NE 19th Ave., Calgary, Alberta, CANADA T2E 1N9. Assigns Miller Numbers to new variant games and reports game stats on completed games. Publishes MNCzine (currently LORD OF HOSTS). Any GM running a variant game should contact John for a MN and should send complete game stats to him, on completion, for publication.

(On variants in general, see Lew Pulsipher's article in DW 29.)

ZINE DIRECTORY. A virtually complete listing of all Dipzines in the world is available for \$.75 from Mike Mills, 47 Mayer Dr., Suffern NY 10901. The ZD indicates name & address of publisher, sub price and other fees, and brief description of general nature of contents, size & publication, and so on. An indispensable guide to the hobby.

DIPLOMACY WORLD. You're reading it. Service to our readers and the hobby is our primary goal. Let us know what you'd like to see.

The GENERAL

WHAT??? You don't receive THE GENERAL? TG is Avalon Hill's gaming 'zine, and it's the one way to keep up on all the latest in new games, new ideas, and new thinking on games already out. You will even find some material on Diplomacy (Lew Pulsipher recently contributed some excellent material, for instance). We strongly recommend this fine publication...and its companion, THE ALL-STAR REPLAY, which covers Avalon Hill's wide range of sports gaming. And here, below, is all you need to subscribe:

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SPECIAL ANNOUNCEMENT

Beginning with next issue (#31) DIPLOMACY WORLD will pay for articles accepted at a new, increased, rate. Our rate of payment will be a minimum of 1/10-cent per word, to be paid upon publication. Wordage will be computed at 35 words per column inch in typed ms. (that is, about 6 lines an inch; in printed form it's about 7½ lines an inch). Minimum payment for an article will be \$2. Cash payments will be made to subscribers automatically and to others only by special arrangement. Non-subscribers will normally be paid at our previous rate of a contributor's copy of the issue in which their work appears.

We expect our rate of payment to rise as the financial health of D.W. improves. Generally speaking, DW will pay at a higher rate for completely original material than for items which have been previously published (even if in rewritten form). Please note that our guidelines are available for SASE. Note that payment is for the article as finally edited and published, not as submitted and/or accepted.

We are looking for the best thinking and the best writing in the field of Diplomacy, and anyone is welcome to submit to us. We are also looking for good artwork, cartoons, and even fiction and poetry if related to Diplomacy. Good humor is very much needed by us.

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